OPERATION MANUAL

SX-6600/6600F

SX-6700/6700F

SX-6750/6750F

03 type

Uniwell

Nov. 14, 2001

[SX6K-03] ORN-001

THE SOCKET-OUTLET SHALL BE INSTALLED NEAR THE EQUIPMENT AND SHALL BE EASILY ACCESSIBLE.

LA PRISE DOIT ETRE PRES DE L'APPAREIL ET FACILE D'ACCES.

WARNING: This equipment generates, uses and can radiate radio frequency energy. If not installed and used in accordance with the instruction manual, it may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in commercial environments.
Operation of this equipment in residential areas may cause interference, in which event the user shall be required to take whatever measures required to correct such interference at his own expense.

===== Notes ==========

1. The contents of this manual are subject to change without notice.

2. Uniwell can not be held responsible, if other products which are not approved by Uniwell, are used for options or expendable supplies.

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I. KEY EXPLANATION

ADJUSTMENT 1, 2, 1 & 2

Automatic % Discount on Specific Items:
Calculates mark-up or mark-down on the subtotal amount of items which have been preprogrammed as one of adjustable 1, 2 or 1 & 2 item.
Note that adjustment does not affect PLU sales memory which is shown on the reports.

AMOUNT TRACK #

- Assigns a new Amount Track. Enter random 7 digits track number and press this key.
- Picks up the temporarily closed Amount Track. Enter a track number and press this key.
- Displays a track number and balance in Scroll Display Mode if it has been entered.

ARRANGEMENT 1 ~ 4

Performs sequences of programmed steps (up to 50-key steps).
Useful for 1-key operations such as fixed sales or report-takes.

BALANCE CALCULATION

Shows the balance and calculates the total of multiple tracks and displays their combined total. Also the balance can be divided; for example, between the number of customers.

BILL CANCEL

Releases the compulsory condition of a check-out bill issue for an Item Track.

BUFFER PRINT 1 / 2

- **BUFFER PRINT 1** key prints a post-receipt / bill (only the lastly registered contents) including VAT data on a receipt in the receipt-off condition or on a slip when the ECR is programmed for use with a slip printer while **BUFFER PRINT 2** key prints a post-receipt / bill without VAT data. However, the add-on tax data is printed.
- These keys are used to print an Item Confirmation Receipt in Clerk Interrupt System.
- The second receipt issue by these keys is available by programming when the ECR is not programmed for use with a slip printer.
- Used for the manual line finder when the pre-feed line number is entered when using a slip printer.

CHARGE

- Temporarily closes an Amount Track and saves the amount in Charge memory.
- Used for Amount Track Transfer and Track Consolidation in Floating Amount Track System.

CHECK-OUT BILL 1 / 2

These keys are used in Item Track System.
- **CHECK-OUT BILL 1** key prints the check-out bill with VAT data.
- **CHECK-OUT BILL 2** key prints the check-out bill without VAT data.
- Also these keys print the subtotal bill with or without VAT data when the Item Track number is entered or immediately after the Item Track is closed by **NB** (New Balance) key.

CL (Clear)

Cancels any information that is entered by ten-key or function key (P/O, R/A, tax shift, etc.) before registration; also clears error conditions.

HARD CLERK 1 ~ 15

- Signs a clerk on or off without the clerk code entry.
- Interrupts a clerk when another clerk signs on in Clerk Interrupt System.

CLERK ID

Used for clerk sign-on and sign-off when using the secret clerk code system for entry into registration.

CLERK INSERT KEY (option)

Used for clerk sign-on and sign-off when using Clerk Insert Key System for entry into registration. This cannot be used in Clerk Interrupt System.
If so programmed and when the clerk insert key is removed, the transaction is automatically closed by **CASH/TTL 25** key, Item Track is automatically closed by **NB** key and Amount Track is automatically closed by **CHARGE** key.

COOKING MESSAGE
(for manual entry)

- Enters one of supplementary messages 1 ~ 50 as a cooking message prior to a PLU entry. If a number greater than 50 is entered, then the number will be printed.
- Enters a cooking message (20 digits) manually prior to a PLU entry. Use the alphabet keys and **ENTER** key to enter the message.

HARD COOKING MESSAGE 1 ~ 5
(for one-touch entry)

Registers one of supplementary messages 1 ~ 5 as a cooking message prior to a PLU entry. **Hard Cooking Message 1** key picks up supplementary message #1, **Hard Cooking Message 2** key picks up supplementary message #2 and so on.

CR
(Correction)

Cancels the registration of the last-registered item including function key inputs such as %, amount (-), scroll void, etc.

CUSTOMER FILE

Used for making or picking up a customer file.

(-)
(Amount Discount)

Subtracts an amount from the item or subtotal depending on the operation. It is possible to register a preset amount or to override it manually.

ESF PRINT

Prints ESF data on the receipt in the **R** or **X** control key position.

F.C. SBTL
(Foreign Currency Sbtl)

Displays the subtotal of the foreign currency by the depressions of **F.C. SBTL** key and the foreign currency media key. The subtotal of foreign currency must be displayed whenever the tendering amount in the foreign currency is entered.

HALO RELEASE

Releases PLU HALO (High Amount Lock-Out) and compulsory condition of PLU stock input.

ITEM TRACK #

- Assigns a new Item Track. One of Manual or Automatic Item Track # method is used.
  Manual Item Track # method
  Enter random 7 digits Item Track number and press this key.
  Automatic Item Track # method
  Item Track number is automatically assigned immediately after pressing this key.
- Picks up the temporarily closed Item Track by entering Track # and pressing this key.
- Displays the remaining number of blocks of Item Track Memory in the **X** control key position.
- Selects one of Item Tracks at a table which are picked up by using **TABLE #** key.
- Displays an Item Track # and balance in Scroll Display Mode if it has been entered.

ITEM TRANSFER

Transfers items in a transaction or in an Item Track to a new track or a specified Item Track in Scroll Display Mode.

JPF
(Journal Paper Feed)

Advances the journal paper.

KP DATA SEND

Sends all PLU data in a transaction to kitchen printers before closing.

MEDIA REFUND

Used for the refund operation of the media amount. This function is useful if a transaction to be refunded has been closed by plural media keys. It is not required to use if the transaction has been closed by one media key.

MENU SHIFT 1 / 2

Shifts or cancels the PLU menu level. Via menu shift, the keyboard can have three different menus. The menu shift remains for one registration, for one transaction or the menu shift remains until the next shift key is pressed by programming.

MESSAGE

Enters an alphanumeric message or digits (up to 20 digits).
Entered messages are printed on top of kitchen printer sheet.

NET SBTL

Displays the net subtotal amount, not including add-on tax amount but including VAT tax amount. Can be programmed to display and print, or display only.

NB (New Balance)	- Temporarily closes a transaction including an Item Track and saves the amount in New Balance memory. - Used for Item Track Transfer and Track Consolidation in Floating Item Track System. - Under Clerk Interrupt System, this key stores a clerk's transaction to Clerk Interrupt Memory.
NO SALE	Used for opening the drawer for no sale operations.
OFF COM-PULSORY	Releases compulsory conditions of validation, number of people input, message input, etc.
P / O (Paid Out)	Records an amount of money withdrawn from the cash drawer when no customer transaction has taken place.
% 1 ~ % 3	Enters a percentage rate for mark-up or mark-down of an item or the subtotal amount depending on the operation. Manual % rate is prohibited by programming.
PERSON	- Enters a number of people (at a table). It is possible to override this number. - Displays a number of people in Scroll Display Mode if it has been entered.
HARD PLU 1 ~ 165	- Registers a PLU with the preset price directly. - **HARD PLU 1 and 2** keys are used to complete the cash declaration which is used to confirm the cash in drawer 1 and 2 at the end of the day.
PLU MODIFIER 1 ~ 3	Modifies the PLU code or cancels the modifier. Using PLU modifiers, one PLU can be changed to three other PLUs. This can be used for three sizes, kinds, etc. The operation is permitted or prohibited by each PLU programming. Also it remains for one registration, for one transaction or the modifier remains until the next modifier key is pressed by programming.
PLU / REPEAT	- Used for code-entry PLU registration. Enter PLU code, then press this key. - Repeats registration of the last-registered item.
(+) (Amount Plus)	Adds an amount to the item or subtotal amount depending on the operation. It is possible to register a preset amount or to override it manually.
PB+ / PB- (Previous Balance)	Enters the previous balance manually without using a track. **PB+** is used when the previous balance is positive. **PB-** is used when the previous balance is negative.
PRESET TENDER 1 ~ 10	Enters a preprogrammed tendering amount directly by key depression. The tendering amount is memorized in one of the total key (media) memories selected by programming.
PRICE	Manually overrides the price of a code-entry PLU. This key is not needed to override the price of a hard PLU. Enter a price, press this key, then enter the PLU code and press **PLU/REPEAT** key.
PRICE SHIFT	Shifts or cancels a second PLU price. The price shift remains for one registration, for one transaction or the price shift remains until the next shift key is pressed by programming.
RECALL	Displays the total amount of the last transaction during the current transaction. Recall can be executed only when the last transaction is closed by direct media closing.
RECEIPT OFF	Inhibits receipt printing. However, post-receipt may be issued by pressing **BUFFER PRINT** key.
RPF (Receipt Paper Feed)	Advances the receipt paper.

R / A
(Received on Account)

Records an amount of money received into the cash drawer when no customer transaction has taken place.

REFUND

Refunds a previously registered item.

SCROLL UP / SCROLL DOWN

- Enters into Scroll Display Mode during a transaction. Then, scrolls up or down the previously registered items on the display.
- Used, in combination with **CUSTOMER FILE** key, for picking up a customer file.

SLIP OFF

- Prints slip contents on the receipt before pressing **BUFFER PRINT** key or **CHECK-OUT BILL** keys. Can be used when ECR is programmed to use a slip printer.
- Two-time depression cancels the slip off condition.

SLIP RELEASE

Moves the slip printer's "slip bed" down in the **R** control key position.

STORAGE

Stores a clerk's transaction to Clerk Interrupt Memory when Clerk Interrupt System is used.

SBTL
(Subtotal)

- Displays the subtotal amount, including tax. Can be programmed to display and print, or display only.
- When an add-on tax item is registered, this key is used in combination with **TAX SHIFT** keys to display each taxable subtotal amount.

TABLE #

Under Non-Clerk Interrupt System
Table # assignment is available only when Automatic Item Track Number Method is used. (not available for a normal transaction, Item Track of Manual Item Track # Method and Amount Track.)

- Assigns a table # to an Item Track.
- Shows the first Item Track # which has been assigned to the table when this key is pressed after the table # entry. If only one track has been assigned to the table, **TABLE #** key opens the track.
- After the table is picked up, the depression of **TABLE #** key skips to the next assigned track.
- Displays a table # in Scroll Display Mode if it has been entered.

Under Clerk Interrupt System
Table # assignment is available for a clerk's transaction and an Item Track for both Automatic and Manual Item Track Number Methods. However, it does not pick up the transactions and tracks. Table # cannot be entered for an Amount Track.

TAX
(only for add-on tax)

- Calculates the add-on tax and prints and displays the tax inclusive subtotal.
- Used, in combination with **TAX SHIFT** keys, for manually entering an add-on tax amount and for tax exemption.

TAX SHIFT 1 ~ 4

- When a VAT item is registered, this key shifts the tax status to the designated tax.
- When an add-on tax item is registered:
  - Reverses the tax status
  - Allows the taxable subtotal amount to be displayed, in combination with **SBTL** key
  - Allows the tax amount to be entered manually, in combination with **TAX** key
  - Allows tax exemption by **TAX** key, if permitted by programming

TEN-KEYS
(0 ~ 9, 00, 000, •)

For entry of numeric values, percentage rates, PLU codes, report number, programming numbers, etc.

TICKET OFF

Temporarily cancels the ticket condition for one transaction when this key is pressed at the beginning of a transaction in Ticket System.

TIME-IN/-OUT

Used for clerk's Time-in/Time-out operations. By these operations, clerks' labor hours per 99 job numbers are shown on the report (#19).

TIP

Enters a tip amount. Amount can be entered as either an amount separate from payment or as change from over-tendering.

TTL 1 ~ 25, CASH/TTL 25
(media keys)

Closes transactions with or without a tendered amount.
- **TTL 1 ~ 24** keys can be programmed as one of local currency media, foreign currency media, Euro currency media, credit card media or cheque media. **TTL 25** key is fixed as a local currency media.
- **TTL 25** key is also used for cash declaration, report printing, track transfer and track consolidation in combination with **NB** key or **CHARGE** key.

T. VOID
(transaction void)

- Executes all the registrations in a transaction with **TTL 25** key depression. This is available only before the transaction is closed.
- Two-time depression cancels the transaction void.

TRAY SBTL

Prints the total amount of items per customer in a transaction.

MISC. VALIDATION

Prints the item validation and the media validation.
The slip validation is available if ECR is programmed for use with a slip printer.

TOTAL VALIDATION

Prints the total validation.
The slip validation is available if ECR is programmed for use with a slip printer.

VOID

- Voids a previously-registered item including a customer file within the same transaction. If permitted by programming, a negative void operation can be done.
- Selects an item to be voided in Scroll Display Mode.

X1

Used for a square entry (measurement calculation).
Used for a multiple ticket issue.

X2 / FOR / TIME

- For use to multiply a PLU or a **PRESET TENDER** key that has a preset tendering amount.
- Used for a split pricing operation.
- Used for showing the remaining characters of the PLU or message registered if it has more than 16 characters of PLU descriptor or message.
- Divides Item Track's balance by the number entered.
- Makes a new track in Floating Item / Amount Track System.
- Displays the date and time.

II. OPERATION SEQUENCES

1. Clerk Time-in / Time-out

By Time-in and Time-out operations, clerk's attendance information is memorized in the ECR.

The clerks' labor hours per 99 job numbers are calculated on the ECR by the clerk's time-out operation and they are printed on the Time & Attendance report (#19), so that the owner may not request to calculate each clerk's labor hours per job.

Note: These operations must be done **on the same ECR** and <u>do not</u> let clerks sign on or sign off so that all clerks are required to perform Sign-on / Sign-off operations respectively. (See next page.)

< Time-In >

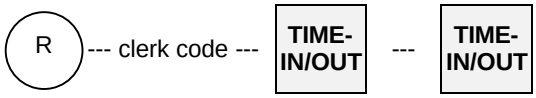
DISPLAY

```
CLERK NAME 00001
  t-in   08-45
```

RECEIPT

```
TIME-IN          1#
        CLERK NAME 00001
OCT24/1999 08:45     J02
-----/---- --:--   --:--
```

< Time-Out >



DISPLAY

```
CLERK NAME 00001
  t-out  16-55
```

RECEIPT

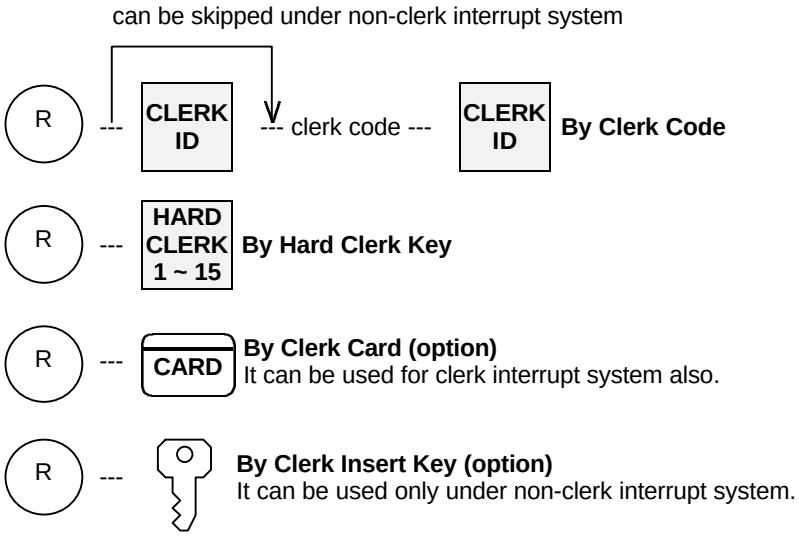
```
TIME-OUT         1#
        CLERK NAME 00001
OCT24/1999 08:45     J02
.......... 16:55   08:10
```

2. Clerk Sign-on / Sign-off

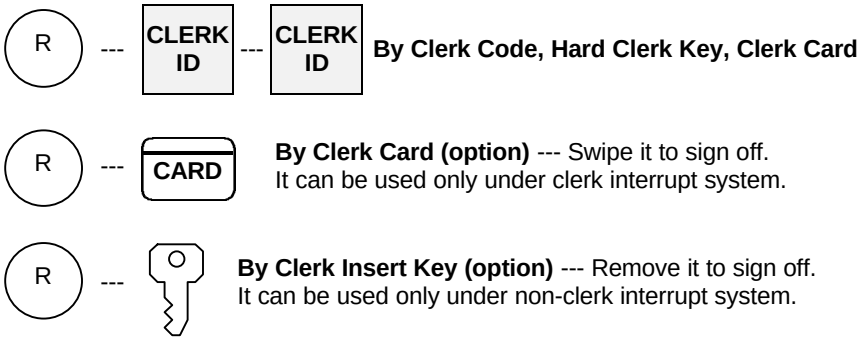
Each clerk should sign on before registration to ensure that sales data in his/her clerk memory is recorded correctly. When a clerk does not sign off, he/she will be automatically signed off when the next clerk signs on.

When the optional Clerk Insert Key System was selected, other methods (clerk code, Hard clerk key, clerk card) can not be used.

< Sign-On >



< Sign-Off >



3. Clerk Interrupt System

When the clerk interrupt system is used on the ECR and a clerk is doing registrations, another clerk may interrupt the clerk. The interrupted clerk's registration contents are stored in his/her clerk's memory and he/she is automatically signed off. The stored contents are restored by his/her clerk sign-on operation and he/she can continue the registrations.

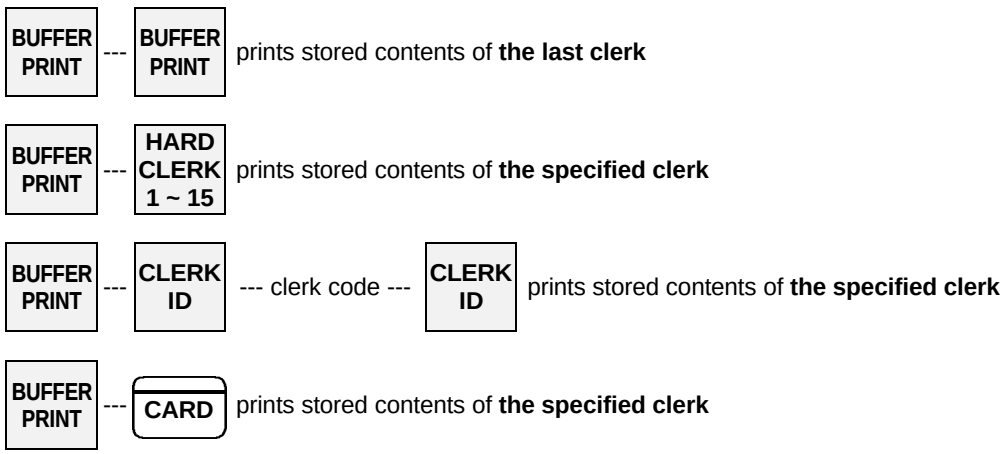
There are following cases in which a clerk's transaction is automatically stored in his/her memory;

- the same **Hard Clerk** key, **Clerk Code**, **Clerk Card** are entered (clerk insert key can not be used)
- the sign-off operation is performed
- other clerk interrupts
- **STORAGE** key or **NB** (New Balance) key is pressed
- by the automatic storage timer

Note that the receipt will **not** be printed until the clerk's transaction is closed finally by a media (total) key. Instead of the receipt issue, Item Confirmation Receipt without tax data is issued to check a temporarily stored registration contents.

< Item Confirmation >

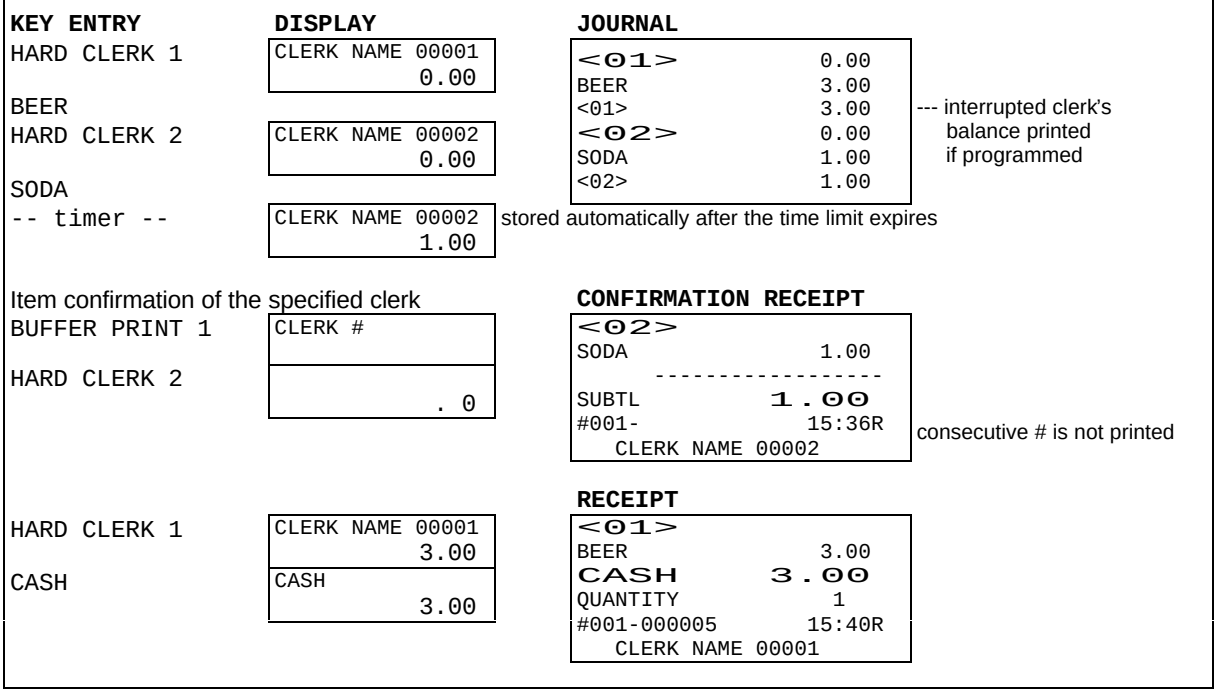
This is available only when clerk's transaction is stored and if permitted by programming.
To issue item confirmation, perform the operation below after the transaction is stored;



Notes.

- Item Confirmation will not include tax data.
- If an item confirmation is attempted for a clerk with zero balance, press **CL** key in order to reactivate the keyboard.
- If ECR is programmed for the slip printer, Item Confirmation is printed on the slip printer. If it is required on a receipt, press **SLIP OFF** key first, then perform Item Confirmation operation.

Clerk Interrupt System



Note for Kitchen Printer Items

Depending on programming, items are transmitted to a kitchen printer only when a clerk's transaction is finally closed by a media (total) key or whenever it is interrupted (closed temporarily).

4. Floating Clerk Interrupt

Almost all operations are same as the normal clerk interrupt system. The only difference is the clerk data is floating among ECRs in the IRC system. In order to use this system, IRC status check must have been made with each ECR.

The following describes the key sequences and memory conditions on the master which picks up the clerk's temporarily closed transaction data and the slave ECRs.

< CLERK'S TRANSACTION PICK UP >

By Clerk Code [CLERK ID] --- clerk code --- [CLERK ID]

By Hard Clerk Key [HARD CLERK 1 ~ 15]

By Clerk Card (option) [CARD]

If the clerk's transaction data does not exist on the master, the master searches the slaves and collects the data from it. The collected data is deleted from the slave.

< ITEM CONFIRMATION >

[BUFFER PRINT] --- [CLERK ID] --- clerk code --- [CLERK ID] prints stored contents of **the specified clerk**

[BUFFER PRINT] --- [HARD CLERK 1 ~ 15] prints stored contents of **the specified clerk**

[BUFFER PRINT] --- [CARD] prints stored contents of **the specified clerk**

If the clerk's transaction data does not exist on the master, the master searches the slaves and collects the data from it, then prints the item confirmation. The collected data is deleted from the slave.

< Notes for Communication Error >

If a communication error occurs, one of "`-- IRC BUSY --`, `ECR#-xxx ERROR` or `ECR#-xxx BUSY`" (xxx = ECR machine number) is displayed, then;

- retry the communication by pressing **CASH/TTL 25** key, or
- cancel the communication by pressing **CL** key, then check the slave ECRs causing the communication error.

When **CL** key is pressed, depending on the cases, the master displays `REQ.Z70-xxx` or `REQ.X70-xxx` with sequential clerk number (not clerk code) and prints the message on the journal.

When `REQ.Z70-xxx` is displayed,
(This is displayed when the master collects the clerk's data from the slave, but the slave has not deleted it yet.)

1. Press **CL** key again to clear the error condition.
2. Then perform the clerk code entry again to continue the operation.
3. After the operation is completed, take **Z-70 individual clerk balance report on the ECR machine number xxx** to delete the clerk's data on that ECR so that the master and slave may not have the same clerk's data.

When `REQ.X70-xxx` is displayed,
(This is displayed when the master collects the clerk's data from the slave and the slave deletes it but the confirmation of such deletion has not been sent to the master yet.)

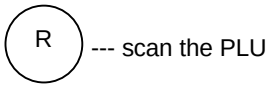
1. Press **CL** key again to clear the error condition.
2. Then perform the clerk code entry again to continue the operation.
3. After the operation is completed, take **X-70 individual clerk balance report on the ECR machine number xxx** to ensure that the clerk's data has been deleted from the slave.

5. PLU

There are three ways to enter a PLU;

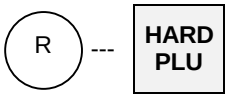
1. **Bar Coded PLUs** which are the PLUs programmed for registration by a scanner.

   Procedure: Scan the bar code printed on each item while the control key is at R position.



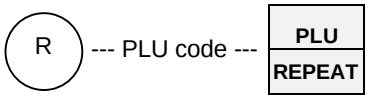
2. **H.PLU keys** are the keys allocated to the keyboard. Up to 99 keys are available.

   Procedure: Press one of **H. PLU** keys while the control key is at R position.



3. **Code Entry PLUs** are any PLUs not allocated to a key on the keyboard.

   Procedure: Enter the code for the PLU by using **Ten-Keys** and then press **PLU** key while the control key is at R position.



Note: When a PLU having more than 16 characters of PLU descriptor is registered, 16 characters are shown on the display first, and the remaining characters are shown by **X2** key depression.

Following are some examples of PLU operation sequences;

a) Manual Price Entry

Preset price for a PLU may be over-ridden by a manually entered price. Depending on programming, turning the control key to **X position** may be required after the price is entered manually.

Bar Coded PLUs: enter price manually --- turn to **X position**, if required --- scan the PLU

Hard PLUs: enter price manually --- turn to **X position**, if required --- **HARD PLU**

Coded PLUs: enter price manually --- turn to **X position**, if required --- **PRICE** --- enter PLU code --- **PLU** / **REPEAT**

Manual price entry of a coded PLU

KEY ENTRY	DISPLAY	RECEIPT
200 PRICE	2.00	CARROT CAKE 2.00
16 PLU/REPEAT	@2.00	CASH 2.00
CASH	.	QUANTITY 1

b) Repetition

The last registered PLU, including multiplication, can be repeated. Simply press **REPEAT** key the number of times required immediately after a PLU entry.

KEY ENTRY	DISPLAY	RECEIPT
CARROT CAKE	CARROT CAKE 4.00	CARROT CAKE 4.00
PLU/REPEAT	<02>CARROT CAKE 4.00	CARROT CAKE 4.00
CASH		CASH 8.00
		QUANTITY 2

Continuous entering of the same PLU shows repeated displays. When the same PLU key with a different price is entered, it does not show repeated display.

c) Multiplication

A PLU may be registered up to 999.999 items by using **Ten-Keys** and **X2** key.

Bar Coded PLUs: enter the number of items --- **X2** --- scan the PLU

Hard PLUs: enter the number of items --- **X2** --- **HARD PLU**

Direct Multiplication
If programmed, Direct Multiplication of a Hard PLU (a multiplication without having to press **X2** key) is possible.

enter the number of items --- **HARD PLU** Manual price entry of a **Hard PLU** key is still made possible by programming.

Coded PLUs: enter the number of items --- **X2** --- enter PLU code --- **PLU** / **REPEAT**

KEY ENTRY	DISPLAY	RECEIPT
2 [X2]	2 X . 0	2 X 2.50
BEER	BEER 2.50	BEER 5.00

d) Split Pricing

Split pricing can be done by using **X2** key as shown in the sequence below;

enter the loose quantity --- **X2** --- enter the lot quantity --- **X2**

Two bottles of beer are sold from a six-pack.

KEY ENTRY	DISPLAY	RECEIPT	
2 [X2] 6 [X2]	2 / 6 x	2 / 6 X 6.60	loose qty / lot qty X unit price
BEER 6 btls	0.333 -- a	BEER <6 btls> 2.20	split price

a: The calculated split quantity is displayed after the lot quantity is entered and **X2** key is pressed.

e) Square Entry (Measurement Calculation)

Square entry can be done by using **X2** and **X1** keys as shown in the sequence below;

enter the ratio to standard width --- **X2** --- enter the ratio to standard length --- **X1**

WRAPPING PAPER : 1.00 for width 1 meter and length 1 meter
When the WRAPPING PAPER with a measurement of 1.5 m (W) x 1 m (L) is sold

KEY ENTRY	DISPLAY	RECEIPT	
1.5 [X2] 1 [X1] WRAPPING PAPER	1.5 X 1 X 1.500	1.5 X 1 X 1.00 WRAPPING PAPER 1.50	1.5: ratio to standard width 1 : ratio to standard length

After pressing **X2** key, a number with a decimal can not be entered for the ratio to standard length.

f) Price Shift

Every PLU can have two prices. One is used for the normal preset price and the other for happy hour price, service price, etc.

Bar Coded PLUs: turn to **X position,** if required --- **PRICE SHIFT** --- scan the PLU

Hard PLUs: turn to **X position,** if required --- **PRICE SHIFT** --- **HARD PLU**

Coded PLUs: turn to **X position,** if required --- **PRICE SHIFT** --- enter PLU code --- **PLU** / **REPEAT**

Note: The 2nd PRICE lamp is lit up when **PRICE SHIFT** key is pressed.
The price shift remains for one registration, for one transaction or until pressing **PRICE SHIFT** key depending on programming.

g) Menu Shift

The hard PLU key layout can be changed to three different preprogrammed layouts by using two menu shift keys. Pressing the same menu shift key cancels the menu and pressing another menu shift key changes the menu.

Hard PLUs: turn to X position, if required --- **MENU SHIFT** --- turn to R position, if required --- **HARD PLU**

Note: The 2nd MENU lamp is lit up when **MENU SHIFT 1** key is pressed.
The 3rd MENU lamp is lit up when **MENU SHIFT 2** key is pressed.
The menu shift remains for one registration, for one transaction or until the next shift key is pressed, depending on programming.

h) Link PLU

Every PLU can be linked to one PLU only. Each link PLU can have its own link PLU. This is limited to nine link PLUs. When a PLU with a link PLU is registered, the link PLU is also registered automatically and the total amount of the PLU and link PLU will be displayed. This function is useful for set menu, bottle return operations, etc.

Link PLU has a symbol " ◇ " on the receipt. If the link PLU does not need printing, then "PLU not printed" can be programmed for the PLU. Also a link PLU itself can be registered.

Set Menu: SODA <M> is linked to HOT DOG SET.
POTATO is linked to SODA <M>.

KEY ENTRY	DISPLAY	RECEIPT
HOT DOG SET	HOT DOG SET 7.00	HOT DOG SET 5.00 ◇SODA<M> 1.00 ◇POTATO 1.00

Bottle Link: Bottle is linked to SODA <btl>

KEY ENTRY	DISPLAY	RECEIPT
SODA <btl>	SODA <btl> 0.80	SODA <btl> 0.70 ◇bottle 0.10

Note: For bottle return operations, the link PLU itself should be refunded.

Operations for PLU (main PLU) and link PLU are available as follows;

Available on both PLUs	price shift split pricing void refund last item correction mark-up / mark-down % on subtotal adjustment (automatic % on specific items) amount plus / discount on subtotal
Available on main PLUs only	manual price tax shift cooking message mark-up / mark-down % on item amount plus / discount on item ticket item (Ticket setting of link PLU belongs to the main PLU.) *
Available on both PLUs (depending on programming)	single item programmed supplementary message (automatic) kitchen printer transfer (If a different kitchen printer is programmed by main PLU and link PLU, both PLUs will be transmitted to each programmed kitchen printer.)

* Note for function of ticket printed on kitchen printer
When a different kitchen printer is programmed by main PLU and link PLU, both PLUs will be transmitted to each programmed kitchen printer.
When the same kitchen printer is programmed by main PLU and link PLU, the link PLU belongs to the main PLU's setting.

i) Simple Condiment PLU

Simple Condiment PLU (S.C. PLU) is a PLU printed with condiment mark "☐".
It can be entered with a main PLU only. S.C. PLU input is also compulsory if so programmed.

SALAD has been set to Simple Condiment PLU.

KEY ENTRY	DISPLAY	RECEIPT
STEAK	STEAK 12.00	STEAK 12.00
SALAD	SALAD 2.00	SALAD 2.00

Operations on Simple Condiment PLU are available as follows;

Available	manual price price shift split pricing last item correction mark-up / mark-down % on item, on subtotal amount plus / discount on item, on subtotal adjustment (automatic % on specific items) ticket item (see Note below) single item tax shift programmed supplementary message (automatic) kitchen printer transfer --- printed in red (see Note below)
Not Available	void (see Note below) refund (see Note below) cooking message

Note for Ticket
In the ticket system, S.C. PLU will have another ticket separately from the ticket of the main PLU. However, if ticket has been programmed to print on a kitchen printer, it is printed on the same ticket of the main PLU.

Note for Kitchen Printer Transfer
If a different kitchen printer is programmed by main PLU and S.C. PLU, both PLUs are transmitted to each programmed kitchen printer.

Note for Void
S.C. PLU is not voided at the same time when a main PLU is voided. First, void the main PLU, then void the S.C. PLU. In the scroll display mode, S.C. PLU is automatically voided when a main PLU is voided. S.C. PLU only can also be voided by the scroll void function.

Note for Refund
S.C. PLU is not refunded at the same time when a main PLU is refunded. First, refund the main PLU, then refund the S.C. PLU. Refunding of only the S.C. PLU is not available.

j) PLU Modifier

By using three modifier keys, this function can be changed from one PLU to three different PLUs. Each modifier key is given a 3-digit modifier value (left one digit shows value and right two show number of digit).

For example, modifier value 1 is set at 105,
modifier value 2 is set at 205,
modifier value 3 is set at 305,

Then **MODIFY 1** key places the fifth digit with a value of '1' to the PLU code.
PLU code 1001 is modified to PLU code 11001.
MODIFY 2 key places the fifth digit with a value of '2' to the PLU code.
PLU code 1001 is modified to PLU code 21001.
MODIFY 3 key places the fifth digit with a value of '3' to the PLU code.
PLU code 1001 is modified to PLU code 31001

Bar Coded PLUs: turn to **X position,** if required --- **PLU MODIFY** --- scan the PLU

Hard PLUs: turn to **X position,** if required --- **PLU MODIFY** --- turn to **R position,** if required --- **HARD PLU**

Coded PLUs: turn to **X position,** if required --- **PLU MODIFY** --- turn to **R position,** if required --- enter PLU code --- **PLU REPEAT**

The following PLU codes are set;

1001:	SODA <S> 0.60
11001:	SODA <M> 0.95
21001:	SODA <L> 1.25
31001:	SODA <LL> 1.50

KEY ENTRY	DISPLAY	RECEIPT
SODA	SODA <S> 0.60	SODA <S> 0.60 SODA <M> 0.95 SODA <L> 1.25 SODA <LL> 1.50
MODIFY 1 -- a SODA	SODA <M> , 0.95	
MODIFY 2 -- b SODA	SODA <L> , 1.25	
MODIFY 3 -- c SODA	SODA <LL> , 1.50	

a: Comma ", " is lit on the above REG lamp.
b: Comma ", " is lit on the above 2nd PRICE lamp.
c: Comma ", " is lit on the above 2nd MENU lamp.

Notes:
- To exit from the PLU modifier mode, press the same modifier key again.
- To change the value, press another modifier key.
- Depending on programming, this modifier value remains for one registration, for one transaction or until the next **PLU MODIFY** key is pressed.

k) Single Item

A PLU programmed as a single item closes automatically the transaction by a programmed total key. This function is especially useful for the bar.

There are two types of single item transactions as follows;

Single-item 1: This can be used as normal registration with other non-single items and will not automatically close the transaction.

--- enter the **non-single item** --- enter the **single-item 1** --- can be continued ---

Single-item 2: This can be used with non-single items but will automatically close the transaction.

--- enter the **non-single item** --- enter the **single-item 2** --- closed automatically

Single-item 1 = BEER
Single-item 2 = MARTINI
Non-single item = SANDWICH

KEY ENTRY	RECEIPT	KEY ENTRY	RECEIPT
BEER	BEER 2.50 CASH 2.50 Closed automatically	MARTINI	MARTINI 4.50 CASH 4.50 Closed automatically
SANDWICH BEER	SANDWICH 3.00 BEER 2.50 Not closed	SANDWICH MARTINI	SANDWICH 3.00 MARTINI 4.50 CASH 7.50 Closed automatically

SINGLE ITEM COMBINATION FOR A PLU WITH LINK PLU

PROGRAMMED AS	TRANSACTION WILL BE
Main PLU: single-item 1 or 2 Link PLU: non-single item or single-item 1 or 2	Only the main PLU is registered and closed automatically. The link PLU is not registered.
Main PLU: non-single item Link PLU: single-item 1 or 2	Both PLUs are registered and not closed if link PLU is single-item 1. If link PLU is single-item 2, it is closed automatically.

When a PLU and link PLU programmed as single items are entered with other non-single items, the transaction is either closed or not closed depending on the selection of single-item 1 (can be continued) or single-item 2 (closed automatically).

l) Cooking Message & PLU Supplementary Message

< Cooking Message >

A PLU can have one cooking message that is entered by using **COOKING MESSAGE** key. The cooking message can be either preprogrammed (one of 50 messages) or manually entered.

To enter a preprogrammed cooking message;
- press one of **HARD COOKING MESSAGE 1 ~ 5** keys, OR
- enter a number (called the "Supplementary message number") from 1 to 50 and **press COOKING MESSAGE** key.
- then enter a PLU. The cooking message is printed below the PLU line on the receipt.

Cooking Message key: HAMBURGER with bacon (cooking message 7) is sold

KEY ENTRY	DISPLAY	RECEIPT
7 COOKING MESSAGE	with bacon . 7	HAMBURGER 6.00 with bacon
HAMBURGER	HAMBURGER 6.00	

To enter a cooking message manually, press **COOKING MESSAGE** key first. Then enter any alphanumeric message (up to 20 characters) and press **ENTER** key, then enter a PLU as follows;

Manual entry: Rare STEAK is sold (cooking message "rare" is manually entered)

KEY ENTRY	DISPLAY	RECEIPT
COOKING MESSAGE	_ 0	STEAK 15.00 rare
rare [ENTER]	rare_ 0	
STEAK	STEAK 15.00	

If a wrong cooking message is entered, enter other cooking message or press **CR** key before a PLU entry.
If repeat or multiplication operation is done on a PLU, the PLU with cooking message is also repeated or multiplied.

< PLU Supplementary Message >

The supplementary message is the same as the cooking message (the same 1 ~ 50 messages are used) except that it is programmed to be automatically printed when the PLU is entered. It is printed above the PLU line.

HAMBURGER (linked to the supplementary message number 7) is sold

KEY ENTRY	DISPLAY	RECEIPT
HAMBURGER	HAMBURGER 6.00	with bacon HAMBURGER 6.00

6. *Kitchen Printer*

ECR sends PLUs that have been programmed to print at specific kitchen printers after the transaction is closed or by pressing **KP DATA SEND** key before closing.

Food has been programmed to transmit to the kitchen (KP 1).
Drinks have been programmed to transmit to the bar (KP 2).
SALAD has been programmed as simple condiment PLU.
ROAST BEEF has a preprogrammed supplementary message “french fries” and one link PLU “SOUP”.

KEY ENTRY

```
BEER

1 COOKING MESSAGE
CHICKEN
SALAD

ROAST BEEF

BEER
CASH
```

RECEIPT

```
BEER                 2.50
CHICKEN              9.00
    mild sauce
 SALAD               3.00
french fries
ROAST BEEF          14.00
◇SOUP                1.00
BEER                 2.50
CASH      32.00
QUANTITY             6
#001-000050          20:11R
   CLERK NAME 00001
```

KITCHEN PRINTER 1
AT KITCHEN

```
ECR NO.1 --> KITCHEN
                CLERK NAME 00001

  1 CHICKEN
        mild sauce  -- a
  1 SALAD     -- b
            french fries  -- c
  1 ROAST BEEF
  1 ◇SOUP

            03APR/1999#001-000050 20:11
```

KITCHEN PRINTER 2
AT BAR

```
ECR NO.1 --> BAR
                CLERK NAME 00001

  2 BEER

            03APR/1999#001-000050 20:11
```

a: cooking message
b: simple condiment PLU
c: PLU supplementary message (centered)

< Print Contents >

- 1st line : the transmitting ECR name and the kitchen printer name are printed in double-width characters.
- 2nd line : the serving clerk's name is printed.
- Messages entered by **MESSAGE** key is printed following the kitchen printer's header.
- The quantity and PLU descriptor are printed in double-width characters. They are printed in normal characters if the quantity is entered with a decimal point and the number characters of PLU descriptor is more than 18 digits.
- PLU code and PLU unit price are printed if programmed.
- Link PLU is printed with link PLU symbol " ◇ " if entered.
- Simple condiment PLU is printed in red without symbol "□" if entered.
- If programmed, orders of the same item are combined together. A link PLU and simple condiment PLU however are regarded as separate items from the same main PLUs. Also they are transmitted to a kitchen printer which has been set for them.
- < Item Track # >, << Amount Track # >> and * Table # * are printed in brackets if entered.
- Refunded or negative voided items are printed in red.
- Voided or corrected items in the same transaction are not printed.
- Last line : date, machine number, consecutive number and time are printed.

Note for Mono-Ribbon

When a mono-ribbon is used in the kitchen printer, characters printed in red are printed in slim characters.

< Back-Up Kitchen Printer >

Depending on programming, each kitchen printer may be assigned a back-up for just in case of failure, intentional shut down, changing paper rolls, etc. After a transaction is closed and ECR attempts to send a message to the downed kitchen printer, an alarm sounds and one of warning messages (81 ~ 88) "kitchen printer 1 ~ 8 error" is displayed.

In the example below, KP 1 at the kitchen shuts down. KP 2 at the bar, programmed as a back-up, prints orders from the kitchen. The warning message #81 (KP 1 error) is displayed on the ECR and all the data sent to the kitchen printer (KP 1), which is down, is printed on the back-up kitchen printer (KP 2). The data of the two kitchen printers are printed in the order of kitchen printer number.

KITCHEN PRINTER 2
AT BAR

```
ECR NO.1 -->  KITCHEN
                  CLERK NAME 00001

  1 CHICKEN
        mild sauce
  1 SALAD
             french fries
  1 ROAST BEEF
  1 ◇SOUP

             03APR/1999#001-000051 20:12
----------------------------------------




ECR NO.1 -->  BAR
                  CLERK NAME 00001

  2 BEER

             03APR/1999#001-000051 20:12
```

-- printed in red (or in slim if a mono-ribbon is set)

PLU data transmitted to KP 1 ~ 8 can be printed on KP 1 having the respective kitchen printer's header.

KP data printed on receipt

```
    [ 5-line logo ]

     03APR/1999
ECR NO.1 --> KITCHEN
      CLERK NAME 00001

   1     X
CHICKEN
   mild sauce
   1     X
 SALAD
french fries
   1     X
ROAST BEEF
   1     X
◇ONION SOUP

#001-000052       20:13R
```

```
    [ 5-line logo ]

     03APR/1999
ECR NO.1 --> BAR
      CLERK NAME 00001

   2     X
BEER

#001-000052       20:13R
```

< KP Data Printed on Receipt > ⟶

If so programmed, the printing contents on a kitchen printer are printed on the receipt following the normal receipt printing.
In this case, **KP DATA SEND** key can not be used.

7. Media Closing

Up to 25 different media (total) keys may be used to close a transaction. In addition to these media keys, there are 10 preset tender keys that close a transaction having preset tendering amounts by one-action.

Any of the following closing methods is applicable;

Direct Closing : Press a media key directly.

registrations --- **TTL**

Tendering Input : Enter a tendered amount then press a media key.

registrations --- **SBTL** --- enter tendered amount --- **TTL**

When entered amount is over the due amount, the change is calculated automatically in cash if "automatic change" has been programmed.
If "automatic change" has not been programmed, a designated media should be pressed for the change as follows;

registrations --- **SBTL** --- enter tendered amount --- **TTL** --- **TTL**

Preset Tendering : One-action closing to speed up tendering by use of a preset amount media key. Preset tendering amount is memorized in the memory of pre-programmed media number.

registrations --- **SBTL** --- **PRESET TENDER**

Media Multiplication : Makes it easier to sum up tendered amounts by using **Ten-Keys** and **X2** key. This function is available only when using one of ten (10) preset tender keys.

registrations --- **SBTL** --- enter number of pieces --- **X2** --- **PRESET TENDER**

Automatic Closing by Clerk Insert Key (option) :
If programmed and when the clerk insert key is removed, the transaction is closed automatically by **CASH/TTL 25** key. For an Item Track operation, it is closed automatically by **NB** (New Balance) key and for an Amount Track operation, it is closed automatically by **CHARGE** key.

Closing by Credit Card (option) :
When a media key programmed for **CARD** key is pressed, Warning Message #47 "Swipe Card" is displayed. The transaction is closed by swiping a credit card and the card number is printed below the media key symbol.

Real-time card verification function is also available with a PC via IRC line.
It sends the card data, number and payment amount, which is swiped on ECR to a PC. Then PC sends back the classification in 20-digit message with one of six (6) message types to ECR.
Depending on the received message type, ECR prints and displays the classification message or ECR locks with a buzzer sound.

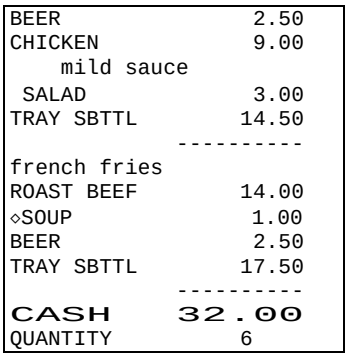
8. Tray Subtotal

Tray Subtotal Function for the payment by a group of customers is used at a cafeteria where a tray is used to serve Food & Drinks. Press **TRAY SUBTOTAL** key when item registrations are completed per customer. Then the total amount of items for each customer is printed on the receipt.

KEY ENTRY

Customer A	BEER
	1 COOKING MESSAGE
	CHICKEN
	SALAD
	TRAY SBTL
	ROAST BEEF
Customer B	BEER
	TRAY SBTL --- can be skipped
	CASH

RECEIPT



total amount of customer A

total amount of customer B

Notes:

- When using Tray Subtotal Function, "PLU not consolidated" must be programmed.
- Add-on tax amount is not included in tray subtotal.

9. Foreign Currency / Euro Currency

Foreign Currency System

Any media may be programmed for foreign currency media except for **TTL 25** key for local currency. Foreign Currency Media keys can be used the same way as a local currency media, including R/A, P/O and cash declaration operations.

a) Closing Methods

Direct Closing : Press **Foreign Currency Media** key directly, without a tendered amount input.

Tendering Input : Before a foreign currency tendering amount is entered, **F.C. SBTL** key and **F.C. Media** key must be pressed to show the total amount in foreign currency. Then enter the foreign currency tendering amount and press the same **F.C. Media** key again.

registrations --- **F.C. SBTL** --- **F.C. MEDIA** --- due amount of foreign currency displayed --- enter foreign currency amount --- **F.C. MEDIA**

The change is calculated automatically in local currency if "automatic change" has been programmed. If "automatic change" has not been programmed, a designated media should be pressed for the change.

Over-Tendering by Foreign Currency

KEY ENTRY (item registrations)	**DISPLAY**		**RECEIPT** (item registrations)	
F.C. SBTL	FRGN C.ST 10.00	-- a	DUE AMOUNT 10.00 0.9345 * 14.02	-- a -- c
F.C. MEDIA	FC MEDIA * 1070	-- b	FC MEDIA ¤1500¤	-- d
1500	1500	-- d	CHNGE 4.02	-- e
F.C. MEDIA	CHNGE 4.02 430	-- e -- f		

a: due amount of local currency
b: due amount of foreign currency
c: tendering amount in local currency is calculated from tendering amount in foreign currency (1500 x 0.9345)
d: tendering amount in foreign currency
e: change amount in local currency
f: change amount in foreign currency

b) Currency Exchange

In order to exchange a foreign currency to local one, enter the foreign currency amount and press **F.C. Media** key at the beginning of a transaction. ECR automatically subtracts a service charge amount calculated by a programmed charge rate. The currency exchange operation is allowed depending on programming.

KEY ENTRY	**DISPLAY**	**RECEIPT**	
30000	300.00	0.9345 * 280.35	-- a
F.C. MEDIA	CHNGE 266.33	FC MEDIA ¤30000¤	-- b
		CHARGE 5 %⊖ 14.02⊖	-- c
		CHNGE 266.33	-- d

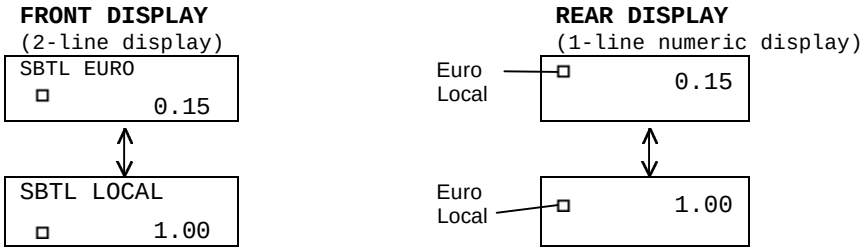
a: tendering amount in local currency is calculated from tendering amount in foreign currency (30000 x 0.9345)
b: tendering amount in foreign currency
c: charge amount in local currency is calculated from the programmed charge rate (280.35 x 5%)
d: cashing amount in local currency

Euro Currency System

A payment by the Euro currency is corresponded by an **Euro media** key. When a transaction is closed by **Euro media** key, the due amounts in local and Euro currencies are printed on the receipt. If taxable items are included in the transaction, the Euro taxable amount and tax are also printed separately from the local taxable amount and tax. Euro amount is calculated by "local amount x Euro rate".

< Display Method of Euro Currency System >

When **SBTL** key is pressed during a transaction, the display switches between Euro and local currencies in one second.



< Print Formats of Euro Currency System >

Either "Euro and currency symbols are printed or not printed" and "one space or no space between Euro currency & currency symbols and the amount" can be selected by programming.

Note: Tax lines in local and Euro currencies are printed when "VAT data printed" is selected.

Then the receipt format will be like the following samples;

1. Direct Closing by Local currency in Euro Currency System

Euro & currency symbols printed

```
PLU                 10.00
DUE AMOUNT
                 DM 10.00
               -----------
                  € 5.06
    € 1.00 = DM 1.97719
------------------------
CASH             DM 10.00
VATSALE           DM 9.10
VAT               DM 0.90
------------------------
VATSALE            € 4.60
VAT                € 0.46
```

due amount (local)	
--- only for reference ---	
due amount (Euro) *1	
Euro currency exchange rate *1	
---	
directly closed by cash	
VAT sales (local)	
VAT amount (local)	
--- only for reference ---	
VAT sales (Euro) *2	
VAT amount (Euro) *2	

Euro & currency symbols not printed

```
PLU                 10.00
DUE AMOUNT
 LOCAL              10.00
                 -----------
 EURO                5.06   *1
   EURO 1.00 =  1.97719    *1
------------------------
CASH                10.00
VATSALE              9.10
VAT                  0.90
------------------------
VATSALE EURO         4.60   *2
VAT     EURO         0.46   *2
```

*1 These are printed if programmed. When "due amount in Euro currency printed" is selected, either "Euro currency exchange rate is printed or not printed" can be selected.

*2 These are printed if programmed.

2. Direct Closing by Euro Currency

Euro & currency symbols printed

```
PLU                  10.00
DUE AMOUNT
                  DM 10.00
                   € 5.06
    € 1.00 = DM 1.97719
EURO               € 5.06
            (= DM 10.00 )
VATSALE           DM 9.10
VAT               DM 0.90
------------------------
VATSALE            € 4.60
VAT                € 0.46
```

due amount (local)
due amount (Euro) --- always printed *1
directly closed by Euro *2
VAT sales (local) *3
VAT amount (local) *3

VAT sales (Euro) *3
VAT amount (Euro) *3

Euro & currency symbols not printed

```
PLU                  10.00
DUE AMOUNT
 LOCAL               10.00
 EURO                 5.06
   EURO 1.00 =  1.97719
EURO                 5.06
                (= 10.00 )
VATSALE              9.10
VAT                  0.90
------------------------
VATSALE EURO         4.60
VAT     EURO         0.46
```

*1
*2
*3
*3

*1 Euro currency exchange rate is printed if programmed.
*2 Calculated amount in local currency is printed if programmed.
*3 These tax lines are printed if programmed.

3. Direct Closing by Foreign Currency in Euro Currency System

When "Foreign currency exchanged directly" is selected, the print format of foreign currency exchange rate will be as follows;

Foreign currency exchange rate = Foreign currency / Local currency

```
PLU                  10.00
DUE AMOUNT
                  DM 10.00
                  FF 33.54
  DM 1.00 *  FF 3.353876
FRANC             FF 33.54
            (= DM 10.00 )
VATSALE           DM 9.10
VAT               DM 0.90
```

due amount (local)
due amount (foreign)
foreign currency exchange rate directly closed by foreign currency
calculated amount in local currency

Foreign currency exchange rate = Local currency / Foreign currency

```
PLU                  10.00
DUE AMOUNT
                  DM 10.00
                  FF 33.54
  DM 1.00 /  FF 0.298162
FRANC             FF 33.54
            (= DM 10.00 )
VATSALE           DM 9.10
VAT               DM 0.90
```

4. Note for Euro Currency System

In the scrolling display mode, the Euro taxable amount and tax are not displayed.

10. Cheque Cashing / Cheque Printing

a) Cheque Cashing

In order to cash a Cheque in local currency, enter the cheque amount at the beginning of a transaction and press a **Media** key programmed for cheque cashing. ECR automatically subtracts a service charge amount calculating by using a programmed charge rate.

KEY ENTRY	DISPLAY	RECEIPT	
30000	300.00	CHECK 300.00	-- cheque amount
		CHARGE 5 %⊖	-- charge rate
		15.00⊖	-- service charge
CHECK	CHNGE 285.00	CHNGE 285.00	-- cashing amount

b) Cheque Printing on Slip Printer (TP-620)

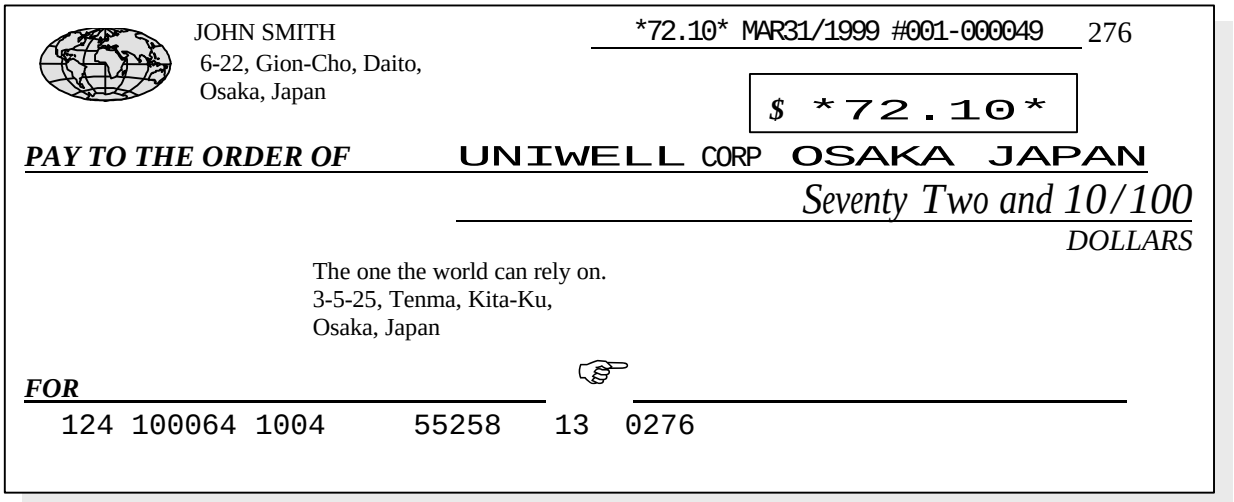
A cheque can be printed only when "Cheque Printing is available" is programmed and the transaction is closed by a media key programmed for **CHEQUE** key.

The following contents are printed on a cheque by using a slip printer (the print positions are programmable);
- cheque message (programmable)
- total amount in normal-size characters
- total amount in double-width characters
- date
- ECR machine number, consecutive receipt number

Depending on programming, there are two ways to print a cheque;
1. Manual cheque printing when a transaction is closed by **CHEQUE** key
   Even if a cheque has not been set on the slip printer, the cheque printing data will be sent to the printer and a warning message will be displayed on both the ECR and slip printer.

2. Automatic cheque printing when a transaction is closed by **CHEQUE** key and a cheque has been inserted into the slip printer
   In this case, if a cheque has not been set on the slip printer when pressing **CHEQUE** key, the cheque printing function will be **automatically canceled** and no warning will appear.

Cheque Sample



11. Tip Operation

A tip amount can be entered as either an amount independent from payment or as a change from over-tendering.

a) Tip Amount Input

registrations --- enter a tip amount --- [TIP] --- [TTL] --- close transaction or continue registration

KEY ENTRY	DISPLAY	RECEIPT
BEER		BEER 3.00
T-BONE STEAK		T-BONE STEAK 25.00
50	TIP .50	TIP
TIP	SBTL 28.00	CASH 0.50
CASH		CASH 28.00
		QUANTITY 2
CASH	CASH 28.00	TIP MEDIA CASH 28.50

printed if programmed

Note for Tip Media Amount Print
If the tip media and tendering media are the same key like the key sequence above, the tip and tendering amount are added together, then printed with a programmable symbol if so programmed.

b) Change Kept As Tip

This function can not be performed when automatic change calculation has been programmed.

registrations --- [SBTL] --- enter the over-tendered amount --- [TTL] --- [TIP] --- [TTL]
(change will be the tip)

KEY ENTRY	DISPLAY	RECEIPT
BEER		BEER 3.00
T-BONE STEAK		T-BONE STEAK 26.50
SBTL		SBTL 29.50
3000 CASH	CHNGE 0.50	DUE AMOUNT 29.50
		CASH 30.00
TIP	TIP 0.50	TIP
		CASH 0.50
CASH	CASH 0.50	QUANTITY 2
		TIP MEDIA CASH 30.00

printed if programmed

12. Mark-up / Mark-down

The key operation determines whether a mark-up or mark-down is calculated on the item or subtotal. For mark-up/-down on item, press **%** key immediately after the item is entered. For mark-up/-down on subtotal, press **SBTL** key before pressing **%** key.

The followings depend on programming;

- a manual rate entry is permitted or prohibited;
- mark-up/down amount always affects or does not affect the taxable subtotal;
- mark-up/down on item or on subtotal operation permitted or prohibited.

Only for a mark-down, turning the control key to **Z1/P position** may be required by programming.

enter manual rate, if required --- turn to **Z1/P position,** if required --- **- %**

Mark-up (on item) : %1 key has been programmed for mark-up of 5%

KEY ENTRY	**DISPLAY**	**RECEIPT**
BEER		BEER 2.50
ROAST BEEF		ROAST BEEF 14.00
%1	%1 0.70	%1 5 % 0.70
CASH		CASH 17.20

Mark-down (on subtotal) with manual rate entry: %2 key has been programmed for mark-down of 5%

KEY ENTRY	**DISPLAY**	**RECEIPT**
BEER		BEER 2.50
ROAST BEEF		ROAST BEEF 14.00
SBTL	SBTL 16.50	SBTL 16.50
4 %2	%2 -0.66	16.50 X 4 %⊖ %2 0.66⊖
CASH		CASH 15.84

Note: Under "tax calculated each time on New Balance closing and media closing", subtotal % can be done only when "% amount does not affect taxable subtotal 1 ~ 4" is selected.

13. Adjustment (Automatic % on Specific Items)

The adjustment function is provided for *Membership discounts, Whole-sales prices, Employees, etc.* Each PLU can be assigned to one of three adjustments by programming. Mark-up and Mark-down are presettable on each item, saving the trouble of manually entering rates.

Depression of **ADJUST 1** key, **ADJUST 2** key or **ADJUST 1&2** key after entering items will calculate the mark-up/down amount. After an adjustment key is pressed, a closing operation only is permitted.

Depending on programming, adjustment amount affects or does not affect the taxable subtotal, and turning the control key to **Z1/P position** may be required by programming.

<Example>

ADJUST 1 **Adjustment 1** key is used for price reduction (2%-)

ADJUST 2 **Adjustment 2** key is used for price reduction (5%-)

ADJUST 1&2 **Adjustment 1 & 2** key is used for price reduction (2%-, 5%-)

ADJUST 1 : CAKE has been set to Adjustable 1 item.
COFFEE has been set to Adjustable 2 item

KEY ENTRY	**DISPLAY**	**RECEIPT**
CAKE		CAKE 1.50
COFFEE		COFFEE 1.00
ADJUST 1	AJST 1 -0.03	1.50 X 2 %⊖ AJST1 0.03⊖
CASH		CASH 2.47

-- adjustable 1 amount x adjustment 1 rate

ADJUST 1&2

KEY ENTRY	**DISPLAY**	**RECEIPT**
CAKE		CAKE 1.50
COFFEE		COFFEE 1.00
ADJUST 1&2	AJST 1&2 -0.08	1.50 X 2 %⊖ AJST1 0.03⊖ 1.00 X 5 %⊖ AJST2 0.05⊖
CASH		CASH 2.42

If an optional card reader is fitted and Adjustment Cards have been made by a card writer, Adjustment Cards also perform the adjustment automatically by swiping the card.

14. Amount Plus / Amount Discount

A plus/discount amount can be entered manually or the programmed amount is added/subtracted automatically.

The key operation determines whether the amount is added to the item or subtotal. For plus/discount on item, press **(+) or (-)** key immediately after the item is entered. For plus/discount on subtotal, press **SBTL** key before pressing **(+) or (-)** key.

The following depend on programming;

- plus/discount on item or on subtotal operation permitted or prohibited;
- plus/discount amount always affects or does not affect the taxable subtotal.

Only for the discount operation, turning the control key to **Z1/P position** may be required by programming.

enter manual discount amount, if required --- turn to **Z1/P position,** if required --- **(-)**

Amount discount operation on item : (-) key is programmed for 0.30 discount

KEY ENTRY	**DISPLAY**	**RECEIPT**
HAMBURGER		HAMBURGER 3.50
COFFEE		COFFEE 1.00
(-)	DSCNT -0.30	DSCNT 0.30-
CASH		CASH 4.20

Note: Under "tax calculated each time on New Balance closing and media closing", (+)/(-) can be done only when "(+)/(-) amount does not affect taxable subtotal 1 ~ 4" is selected.

15. Last Item Correction

CR key is used to cancel the last-registered item.

Press **CR** key immediately after a wrong item or a wrong function key is registered. The corrected item is never printed on the post-receipt, kitchen printer and slip printer.

COFFEE is corrected.

KEY ENTRY	**DISPLAY**	**RECEIPT**
CAKE		CAKE 1.50
COFFEE		COFFEE 1.00
CR	COFFEE 1.00	------ CORRECTED ------
		CASH 1.50
CASH		

PLU (HAMBURGER) with link PLU (COFFEE) is corrected.

KEY ENTRY	**DISPLAY**	**RECEIPT**
CAKE		CAKE 1.50
HAMBURGER		HAMBURGER 3.50
CR	HAMBURGER 4.50	◇COFFEE 1.00
		------ CORRECTED ------
CASH		2 PS CORECT -- number of corrected items is printed
		CASH 1.50

16. Void

VOID key is used to void an item registered in the current transaction.
In order to void an item registered by a series of key depression, the same key operation must be repeated. If **Scroll Void** function is used, it is not required to repeat the same key operation (see below).

Bar Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- **VOID** --- scan the PLU

Hard PLUs: repeat same key operations (manual price, multiplication, etc.) --- **VOID** --- **HARD PLU**

Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- enter PLU code --- **VOID** --- **PLU** / **REPEAT**

Depending on programming, turning the control key to **Z1/P position** may be required to allow void operations.

repeat same key operations for voided item --- turn to **Z1/P position,** if required --- **VOID** --- turn to **R position,** if required --- enter the PLU

ICE CREAM is voided.

KEY ENTRY	DISPLAY	RECEIPT
ICE CREAM		ICE CREAM 1.00
CAKE		CAKE 1.50
VOID	VOID . 0	ICE CREAM 1.00
		↑↑↑↑↑ VOID ↑↑↑↑↑
ICE CREAM	ICE CREAM -1.00	CASH 1.50
CASH		

< Scroll Void in Scroll Display Mode >
If a PLU has been registered for the items below, this function is useful to void them;
manual price entry, multiplication, split pricing, square entry, link PLU, simple condiment PLU, cooking message, plus / discount amount on item, % on item

It voids all these additional entries on the PLU automatically. So the same key operation is not required to repeat. Refer to the next page for the sequence.

< Kitchen Printer/Slip Printer >
The voided item is not printed on the kitchen and slip printers. The negative voided item only is printed in red (or in slim if a mono-ribbon is set) on the kitchen printer and in black on the slip printer with a minus symbol without a void message.

< Items in Item / Amount Track >
An item registered in an Item Track or an Amount Track (option) can be canceled by voiding the previous item at any time before it is closed by a media key.

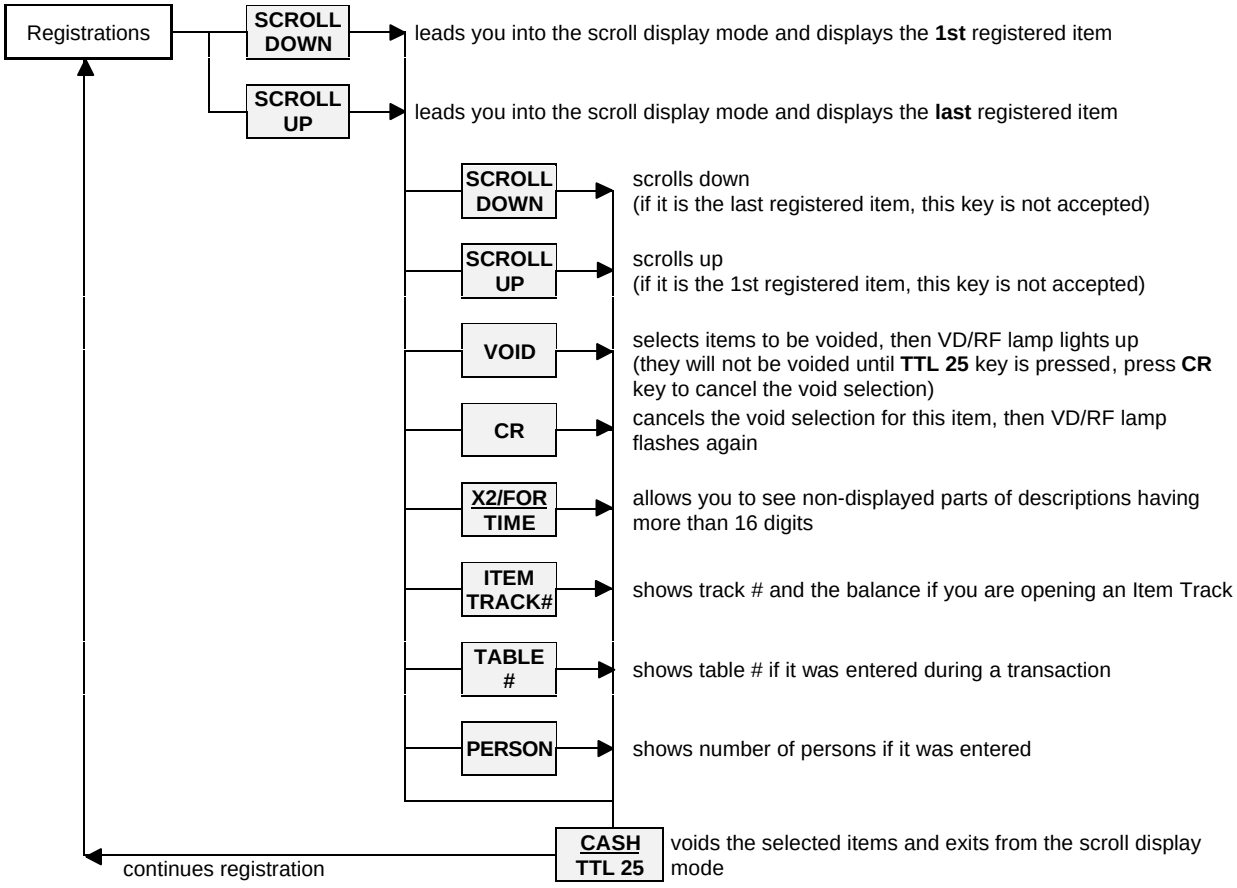
17. Scroll Display

During a transaction, the registered items can be displayed by using **SCROLL UP** key or **SCROLL DOWN** key under "PLU not consolidated" condition. In the scroll display mode, **R-OFF** lamp flashes.

< Scroll Void > Refer to the next page for examples.

Only the items with **VD/RF** lamp flashing are possible for the scroll void selection.

1. During a transaction, press **SCROLL UP/DOWN** key.
2. Select an item to be voided by pressing **VOID** key on the display (at that time VD/RF lamp lights up).
3. Selected items are finally voided by **CASH/TTL 25** key. Press **CR** key to cancel the void selection.


Registrations
SCROLL DOWN
leads you into the scroll display mode and displays the 1st registered item
SCROLL UP
leads you into the scroll display mode and displays the last registered item
SCROLL DOWN
scrolls down
(if it is the last registered item, this key is not accepted)
SCROLL UP
scrolls up
(if it is the 1st registered item, this key is not accepted)
VOID
selects items to be voided, then VD/RF lamp lights up
(they will not be voided until TTL 25 key is pressed, press CR key to cancel the void selection)
CR
cancels the void selection for this item, then VD/RF lamp flashes again
X2/FOR TIME
allows you to see non-displayed parts of descriptions having more than 16 digits
ITEM TRACK#
shows track # and the balance if you are opening an Item Track
TABLE #
shows table # if it was entered during a transaction
PERSON
shows number of persons if it was entered
CASH TTL 25
voids the selected items and exits from the scroll display mode
continues registration

< Notes for Scroll Void >

If a PLU has been registered with the following items, all these additional entries on the PLU are also selected automatically as void items;

- manual price entry
- multiplication, split pricing, square entry
- link PLU
- simple condiment PLU
- cooking message
- plus / discount amount on item
- % on item

If the following operations on subtotal have been done, selecting void items are not operational until those operations are voided first;

- plus / discount amount on subtotal
- % on subtotal
- adjustment

If the following operations have been done, selecting void items are no longer operational;

- manual tax entry
- tax exemption
- tendering amount entry

Message entry (not cooking message) only can be selected for the void operation.

Scroll Void Operation Sequence
Two ICE CREAMs which are entered with a cooking message and manual price are voided.

KEY ENTRY	DISPLAY	
10 COOKING MESSAGE	choco chip .10	cooking message entered
2 [X2] 100 MINT ICE CREAM S	MINT ICE CREAM S 2.00	multiplication and manual price entry are done
CAKE	CAKE 1.50	
SCROLL DOWN	choco chip . 0	enters into the scroll display mode and shows the 1st item
SCROLL DOWN	MINT ICE CREAM S 1.00	shows the next item
[X2]	2 X MINT ICE CR 1.00	shows non-displayed parts having more than 16 digits
VOID	2 X MINT ICE CR 1.00	selects item to be voided (No need to repeat the entries of cooking message, multiplication and manual price entry. They are voided automatically.)
CASH/TTL 25	2 X MINT ICE CR 1.00	voids the selected items & exits from the scroll display mode
CASH	CASH 1.50	

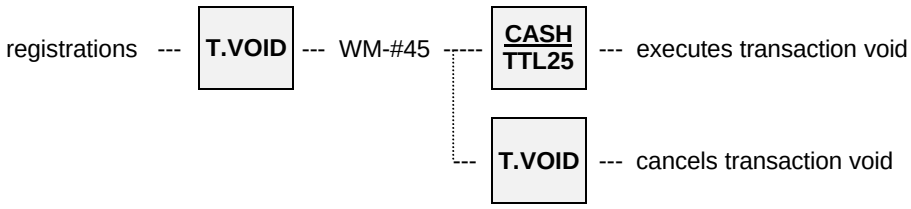
RECEIPT

```
2 X 1.00
MINT ICE CREAM S   2.00
   choco chip
CAKE               1.50
2 X 1.00
MINT ICE CREAM S   2.00
   choco chip
↑↑↑↑↑ VOID ↑↑↑↑↑
CASH      1.50
```

18. Transaction Void

Transaction Void can be done if you wish to cancel all registrations during a transaction.
This is possible only before the transaction is closed.

In order to cancel all registrations, simply press **TRANSACTION VOID** key.
Then ECR shows Warning Message #45 (means "are you sure to execute?").
Press **CASH/TTL 25** key to execute it or press **TRANSACTION VOID** key again to cancel it.



Depending on programming, turning the control key to **Z1/P position** may be required to allow transaction void.

KEY ENTRY	**DISPLAY**	**RECEIPT**
ICE CREAM		ICE CREAM 1.00
CAKE		CAKE 1.50
T.VOID	WARN MESSAGE# 45 1.50	↑↑↑↑↑↑ T.VOID ↑↑↑↑↑↑
CASH	***T.VOID *** . 0	

19. Refund / Media Refund

REFUND key is used to refund a registered item after a transaction was closed.
ECR will not check to see if the refunded item was actually registered, except for in the Item Track operation before the Item Track was closed by a media key.

In order to refund an item registered by a series of key depression, the same key operation must be repeated. Press **REFUND** key after entering the data (PLU code, manual price, etc.).

Bar Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- [REFUND] --- scan the PLU

Hard PLUs: repeat same key operations (manual price, multiplication, etc.) --- [REFUND] --- [HARD PLU]

Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- enter PLU code --- [REFUND] --- [PLU / REPEAT]

Depending on programming, turning the control key to **Z1/P position** may be required to allow refunding operations.

repeat same key operations for refunded item --- turn to **Z1/P position,** if required --- [REFUND] --- turn to **R position,** if required --- enter the PLU

ORANGE JUICE is refunded.

KEY ENTRY	DISPLAY
REFUND	REFND . 0
ORANGE JUICE	ORANGE JUICE -2.00
CASH	CASH -2.00

RECEIPT

```
ORANGE JUICE          2.00
 ↑↑↑↑↑REFND ↑↑↑↑↑
CASH          2.00⊖
```

KITCHEN PRINTER

```
ECR NO.1  -->  BAR
                CLERK NAME 00001

 1⊖ ORANGE JUICE

              03APR/1999#001-000060 11:11
```

The refunded item is printed in red (or in slim if a mono-ribbon is used) on the kitchen printer and in black on the slip printer with a minus symbol without a refund message.

Media Refund

This function is useful if a transaction to be refunded was closed by plural media keys. It is not required to do if the transaction was closed by one media key.

By this operation, the refunded amounts are subtracted from the respective media memory, but they are not memorized in the refund memory.

For example, when the transaction below is required to refund, then the operation sequence will be;

```
PLU-NAME 0001      1.00
PLU-NAME 0002      2.00
SBTL               3.00
DUE AMOUNT      3.00
CASH               1.00
CHECK              2.00
```

KEY ENTRY	DISPLAY	RECEIPT
REFUND PLU 1	PLU-NAME 0001 -1.00	PLU-NAME 0001 1.00 ↑↑↑↑↑ REFND ↑↑↑↑↑
REFUND PLU 2	PLU-NAME 0002 -2.00	PLU-NAME 0002 2.00 ↑↑↑↑↑ REFND ↑↑↑↑↑
MEDIA REFUND	REFND . 0	DUE AMOUNT 3.00 CASH 1.00 ↑↑↑↑↑ REFND ↑↑↑↑↑
100 CASH	SHORT AMT -2.00	CHECK 2.00
MEDIA REFUND	REFND . 0	
CHECK	CHECK -2.00	

media refund operation

20. Tax

Each PLU can have one of four taxes and these will be calculated by either VAT method or Add-On Tax method.

< VAT Method >
Tax amount is included in the price. The tax shift is available, however, manual tax amount entry and manual tax exemption are not available.

< Add-On Tax Method >
Tax amount is charged separately from the price. **Tax Rate or Tax Table** selection is available for each tax. The tax shift, manual tax amount entry and manual tax exemption are available.

The following items can be printed by programming;

- tax amounts printed separately or consolidated on a single line
- taxable subtotal amount printed or not printed
- tax amount printed even if tax = 0 or not printed
- tax symbol printed or not printed
- VAT data printed or not printed (add-on tax data always printed)
- VAT taxable subtotal printed with tax or without tax

The following operations are possible **only for the add-on tax items;**

Taxable Subtotal Display	PLU entry --- [**TAX SHIFT 1 ~ 4**] --- [**SBTL**] The taxable subtotal is displayed by using the proper **TAX SHIFT** key and **SBTL** key immediately after registering the PLU.
Net Subtotal Display	PLU entry --- [**NET SBTL**] Net subtotal without add-on tax amount is displayed. It can be printed if programmed.
Manual Tax Entry	PLU entry --- manual tax amount --- [**TAX**] --- [**TAX SHIFT 1 ~ 4**] After it is performed, all other operations are prohibited, except for a media closing.
Manual Tax Exemption (available if permitted by programming)	PLU entry --- [**TAX SHIFT 1 ~ 4**] --- [**TAX**] This may be used at the end of a transaction to exempt the whole transaction from a particular tax rate, e.g. the whole sale could be exempted from Tax 2. After it is performed, all other operations are prohibited, except for a media closing.

< Automatic Tax Exemption for Add-On Tax System >

If a tax exemption limit amount is programmed, the tax amount is automatically exempted by programming according to the taxable subtotal amount per entered number of people or per transaction.

< Tax Shift >

This is possible for both VAT tax items and add-on tax items.
Tax status is changed by **TAX SHIFT 1 ~ 4** keys.

Tax Shift for Bar Coded PLU : [TAX SHIFT 1 ~ 4] --- scanner

Tax Shift for Hard PLU : [TAX SHIFT 1 ~ 4] --- [HARD PLU]

Tax Shift for Coded PLU : PLU code entry --- [TAX SHIFT 1 ~ 4] --- [PLU / REPEAT]

i) TAX SHIFT ON VAT TAX ITEMS

Depression of a tax shift key changes a tax status to a different VAT tax status.

	TAX SHIFT KEY PRESSED			
	TAX SHIFT 1 key	TAX SHIFT 2 key	TAX SHIFT 3 key	TAX SHIFT 4 key
Non-taxable & VAT taxable items are changed to ...	taxable 1	taxable 2	taxable 3	taxable 4

ii) TAX SHIFT ON ADD-ON TAX ITEMS

Tax shift can also be used with add-on tax items but in a fashion different from the VAT items. If the pressed **TAX SHIFT** key number and the item's tax number are the same, the item will become non-taxable. If the pressed **TAX SHIFT** key number and the item's tax number are different, the tax status will be both original item's tax status and shifted tax status as follows;

	TAX SHIFT KEY PRESSED			
ADD-ON TAX STATUS	TAX SHIFT 1 key	TAX SHIFT 2 key	TAX SHIFT 3 key	TAX SHIFT 4 key
Non-taxable item	taxable 1	taxable 2	taxable 3	taxable 4
TAXABLE 1 ITEM	non-taxable	1, 2	1, 3	1, 4
TAXABLE 2 ITEM	taxable 1, 2	non-taxable	2, 3	2, 4
:	:	:	:	:
TAXABLE 1 & 2 ITEM	2	1	1, 2, 3	1, 2, 4
TAXABLE 1 ~ 4 ITEM	2, 3, 4	1, 3, 4	1, 2, 4	1, 2, 3

The function of the tax shift keys depends on which tax method is selected for each of the four taxes. Tax shift for the VAT system affects only VAT tax items while tax shift for the add-on system affects only add-on tax items. For example, Tax 1 and 2 are VAT method, tax 3 and 4 are add-on tax method, PLU 1's tax status is tax 1 & 3;

	TAX SHIFT KEY PRESSED			
PLU 1's TAX STATUS	TAX SHIFT 1 key (VAT)	TAX SHIFT 2 key (VAT)	TAX SHIFT 3 key (add-on tax)	TAX SHIFT 4 key (add-on tax)
TAX 1 (VAT method)	no change	taxable 2	no change	no change
TAX 3 (add-on tax method)	no change	no change	non-taxable	taxable 3 & 4
PLU1's tax status will be	**taxable 1 & 3**	**taxable 2 & 3**	**taxable 1**	**taxable 1, 3, 4**

21. R/A (Received on Account)

Records the amount of money received in the cash drawer when no customer transaction takes place (i.e. in order to register the money prepared for change in the ECR memory).

50.00 x 1 piece and 5.00 x 10 pieces are entered

KEY ENTRY	DISPLAY	RECEIPT
R/A	R/A 0	CASH 50.00
5000 CASH	CASH 50.00	CASH 50.50
10 [X2]	CASH 50.00	R/A 100.00
P.TENDER 1		
R/A	R/A 100.00	

Media multiplication can be done only by using a preset tender media key.

22. P/O (Paid Out)

Records the amount of money withdrawn from the cash drawer when no customer transaction takes place.

50.00 is withdrawn.

KEY ENTRY	DISPLAY	RECEIPT
P/O	P/O 0	CASH 50.00
5000 CASH	CASH -50.00	P/O 50.00
P/O	P/O -50.00	

23. No Sale

For opening the drawer when no transaction takes place.

Simply press **NO SALE** key. Depending on programming, turning the control key to **X position** may be required.

turn to **X position,** if required --- **NO SALE**

24. Off Compulsory

OFF COMPULSORY key is used for a temporary release of all compulsory conditions.

For example, under a track number entry compulsory condition, press **OFF COMPULSORY** key at the beginning of a transaction for releasing the compulsory condition.

Depending on programming, turning the control key to **Z1/P position** may be required in order to use **OFF COMPULSORY** key.

turn to **Z1/P position,** if required --- [OFF COM-PULSORY] --- turn to **R position** and continue registrations

25. Number of People

It is possible to input 99 people with **PERSON** key. Overriding input is also possible.

enter the number of people --- [PERSON]

KEY ENTRY	DISPLAY	RECEIPT
2 PERSON	PERSN	BEER 2.50
BEER	2	RED WINE 3.00
RED WINE		CASH 5.50
CASH		QUANTITY 2
		PERSN 2

If a post-receipt is printed by **BUFFER PRINT** key in the receipt off condition, number of people is printed at the right side of the clerk name.

BUFFER PRINT

POST-RECEIPT

```
Served by
CLERK NAME 00001   2  ..... number of people

BEER                2.50
RED WINE            3.00
CASH              5.50
QUANTITY             2
```

26. Message

Up to 20 digits of number or message input is possible with **MESSAGE** key.

Number Input: enter number --- **MESSAGE**

Message Input: **MESSAGE** --- enter message --- **ENTER**

KEY ENTRY

```
3537021
MESSAGE

MESSAGE
TO MR ABC
ENTER

PIZZA A
ORANGE JUICE
TUNA SALAD
CASH
```

DISPLAY

```
      3537021
MESS1
      3537021
_
          . 0
TO MR ABC_
          . 0
```

RECEIPT

```
            MESS1
              3537021#
            MESS1
            TO MR ABC#
PIZZA A          7.00
ORANGE JUICE     2.00
TUNA SALAD       3.50
CASH    12.50
QUANTITY         3
```

number input

message input

Entered messages are printed on the kitchen printer following the kitchen printer header.

```
ECR NO.1 --> KITCHEN
                  CLERK NAME 00001

 3537021
 TO MR ABC

  1  PIZZA A
  1  ORANGE JUICE
  1  TUNA SALAD

                  20OCT/1999#001-000020 19:30
```

Keys Used for Message Input	Functions
Alpha / Code	Revises the character code entry mode or the alphabet key entry mode. After entering the character code, press "•" key. Refer to the programming manual for the character code table (PGM-131).
BACK SP, SPACE, INS SP	**Back Space** key, **Space** key, **Insert Space** key
CAPITAL, SMALL	To be used to enter the upper case letters or the lower case letters for stroke keyboard.
↑, ↓	To be used to enter the upper case letters or the lower case letters for flat keyboard.
←, →	**Cursor Left** key, **Cursor Right** key
CL	Cancels character input before pressing **ENTER** key
DEL	Deletes a character.
DOUBLE	Makes a double-width character when this key is pressed after a character is entered.
ENTER	Finishes character input

27. Validation / Slip Validation

Before issuing a validation, make sure that the validation slot lid has been removed.

Validation on the slip printer is possible if ECR is programmed for use with a slip printer TP-620 and if a slip paper is inserted before pressing the validation key.

These can be issued for any item after it is registered, any media after payment is made, or for the total after the transaction is closed.

Item & Media Validations:	insert validation paper after an item or a media is registered	---	**MISC. VALID.**
Total Validations:	insert validation paper after a transaction is closed	---	**TTL VALID.**

KEY ENTRY	**RECEIPT**
BEER 6 BOTTLES	BEER 6 BOTTLES 6.60 CASH 6.60
insert a paper for item validation MISC. VALID.	NOV05/1999#002-000001 BEER 6 BOTTLES 6.60
CASH insert a paper for media validation MISC. VALID.	NOV05/1999#002-000001 CASH 6.60
insert a paper for total validation TTL VALID.	NOV05/1999#002-000001 AMONT 6.60
time printed if programmed	NOV05/1999#002-000001 11:43 AMONT 6.60

The followings depend on programming;

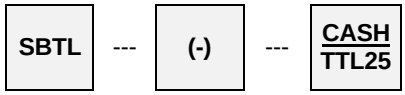
- Validation is compulsory or is not compulsory
- Validation can be printed only one time or an unlimited number of times
- Validation printed by upside-down or normal character (only for a validation on the internal printer)
- Time printed or not printed
- Slip validation with slip upper logo

28. Arrangement

There are four kinds of arrangement keys. Up to ***50-key steps*** operations can be assigned to each one of the Arrangements. Execution of programmed steps can be performed by pressing of the proper **ARRANGEMENT 1 ~ 4** key.

If an optional card reader is fitted and Arrangement Cards have been made by a card writer, the Arrangement Cards also perform the programmed steps automatically by swiping the card.

Example 1: **ARRANGEMENT 1** key is programmed for an automatic discount and closing operations as follows;



(-) key is programmed for 0.30 discount

KEY ENTRY	DISPLAY	RECEIPT
SALMON STEAK	SALMON STEAK 15.00	SALMON STEAK 15.00
		SBTL 15.00
ARRANGE 1	CASH 14.70	DSCNT 0.30⊖
		CASH 14.70

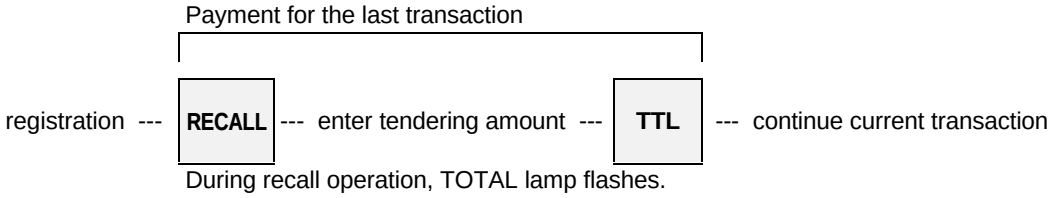
Example 2: **ARRANGEMENT 2** key is programmed for assorted reports.
X-03 Full Transaction report (3, X2, TTL 25)
X-05 Hourly report (5, X2, TTL 25)
X-10 Clerk report (1, 0, X2, TTL 25)

Operation Turn the control key to **X position** and press **ARRANGEMENT 2** key.
Then above reports will be printed automatically.

29. Recall

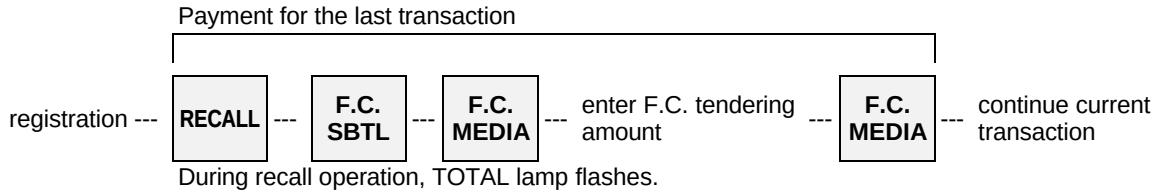
The total amount of the last transaction **closed directly by a media key** can be recalled by **RECALL** key. The receipt of the last transaction is issued when the transaction is directly closed. After that, no additional receipt is issued during the recall operation. A transaction closed with amount tendered can not be recalled.

The recalled transaction must be closed by a media key with a tendering amount entry. It is canceled by **CL** key.



< Recall of the transaction closed by a foreign currency media >

When the last transaction is recalled, the closed foreign currency media key name and the total amount in local currency are displayed. Before entering the foreign currency tendering amount for the last transaction, **FC SBTL** key and the specific foreign currency media key must be pressed.



The last transaction is recalled during the current transaction

KEY ENTRY	**DISPLAY**
(current transaction)	
ROAST BEEF	ROAST BEEF 15.00
WINE	WINE 6.00
(recall the last transaction) --- TOTAL lamp flashes during a recall operation	
RECALL	CASH 17.00 — displays the last transaction's total amount
2000 CASH	CHNGE 3.00 — Tendering amount input compulsory except when using **PRESET TENDER** key. If automatic change is not programmed, a designated media must be pressed to calculate the change.
(continue the current transaction)	
TOMATO SALAD	TOMATO SALAD 5.00
CASH	CASH 26.00

RECEIPT (last transaction)

SALMON STEAK	11.00
WINE	6.00
CASH	17.00

RECEIPT (current transaction)

ROAST BEEF	15.00
WINE	6.00
TOMATO SALAD	5.00
CASH	26.00

30. Track System - Item Track / Amount Track

Following contents are described in this section;

Two Track Systems
Two Track Number Entry Methods
Two Clerk Track Assignment Methods
Note for Item / Amount Track System used with Clerk Interrupt System
Track Operation Sequences

- Two Track Systems --- **Item and Amount Track Systems can be used at the same time.**

	Item Track System	**Amount Track System (optional RAM board required)**
Characteristics	- Track is identified by Item Track #. - Records detailed registration contents. - Track can be temporarily closed by using **NB** (New Balance) key, until finally closed by a media key. - Tax is printed each time the track is closed or it is printed only when the track is finally closed by a **Media** key depending on programming.	- by Amount Track # - Records only transaction totals. - Track can be temporarily closed by using **CHARGE** key, until finally closed by a media key. - Tax is printed each time the track is closed.
# of Items/Track	Registers up to 375 items. (item includes tax data, transaction data)	Not available
# of Tracks	183 tracks are handled if about 32 items per track are registered. (# of tracks handled will change depending on the # of registered items)	4681 tracks
Track # Entry	One of Automatic or Manual Track # Method is used.	Manual Track # Method is used.
Track # Display	Displayed in < >.	Displayed in << >>.
Table Assignment	Available when Automatic Item Track # Method is used. Also available when Manual Track # Method is used under Clerk Interrupt System.	Not available
Pick-Up by Table #	Available only under Non-Clerk Interrupt System.	Not available
Clerk Track Assignment	Available	Not available
Post-Bill	Shows the last transaction contents immediately after the track is closed by pressing **BUFFER PRINT** key. This can be used as a Check-Out Bill if Post-Bill is issued each time the track is closed.	
Subtotal Bill	Temporarily closed Item Track contents printed by **CHECK-OUT BILL** key. This is used to check the track contents and it can be used as a Check-Out Bill if programmed.	Not available
Check-Out Bill	Entire contents of finally closed Item Track printed by **CHECK-OUT BILL** key.	Not available
Track Transfer	Available	Available

- Two Track Number Entry Methods

One of the two track number entry methods can be programmed for Item Track System.
For Amount Track System, the track number must always be entered manually.

1) Automatic Item Track Number Method (Item Track System Only)

If this method is programmed, Item Track is automatically assigned in sequential order by pressing **ITEM TRACK #** key. The digit and value of track number are programmable (up to 9999999).

< Unique Automatic Track # >
Also depending on programming, the last two digits of the ECR machine number (ECR ID) are put to the head of the automatic 1 ~ 5 digits item track number. This makes the item track number unique.

ITEM TRK# --- new Item Track number is automatically assigned

When a track is finally closed by a media key, that track number can not be used again. When a track number goes up to a programmed maximum number, the next track number will begin from 1. At that time, track numbers which are not closed will be skipped.

A table number (allocating where customers sit) can be assigned and the track can be picked up by the table number.

2) Manual Track Number Method (Item / Amount Track Systems)

The track is assigned by manually entering a random 1 ~ 7 digit track number with the depression of **ITEM TRACK #** key or **AMOUNT TRACK #** key.

enter track # --- **ITEM TRK#** --- new Item Track number is assigned

enter track # --- **AMT TRK#** --- new Amount Track number is assigned

After a track is finally closed by a media key, the track number can be used again.

A table number allocation is available only for Item Track System under the clerk interrupt system is used but the track **can not** be picked up by the table number. It is **not** available for Amount Track System.

• Clerk Track Assignment Methods (Item Track System Only)

1) Free Clerk Track Assignment
Any clerk can open, access and close any track.

2) Clerk Track Assignment in Registration
Any clerk may open a new track, however, subsequent entries to the track are restricted to the clerk who originally opened the track.

*** Manager Help Function**
Only the designated manager clerk can access any clerk's item track which was assigned to the clerk in a registration. When the manager clerk picks up or closes the item track which was opened by other clerk, the registered items are memorized in the item track memory and the previously assigned clerk's memory. These are not memorized in the manager clerk's memory.

• Note for Item / Amount Track System used with Clerk Interrupt System

1) Track Assignment
When a clerk opens a track, it is memorized in each track memory instead of in the clerk's interrupt memory.

2) Track Auto-Closing by Clerk Interrupt
If the clerk is interrupted by other clerk, the assigned track is automatically closed by **NB** key or **CHARGE** key and the track contents are automatically printed on a receipt in the receipt-on condition.

The temporarily closed tracks can be opened by entering the track numbers with **ITEM TRACK #** key or **AMOUNT TRACK #** key but they are <u>not</u> opened by the clerk entry.

3) Table # Assignment
If it is the Item Track, the entered table number is assigned to the track. But the Item Track <u>can not</u> be picked up by the assigned table number in the clerk interrupt system.

If it is the Amount Track, the table number <u>can not</u> be used. Although it can be entered and printed on a receipt, the table number is not memorized.

- Track Operation Sequences

A. Item Track System

a) Opening a New Track & Closing Temporarily
   < Opening a New Item Track >
   < Closing an Item Track Temporarily >
   < Issuing a Post-Bill and/or Subtotal Bill >

b) Picking Up a Track & Closing a Track Finally
   < Picking Up an Item Track >
   < Closing an Item Track Finally >
   < Issuing a Check-Out Bill >

c) Table # Assigned to an Item Track

d) Table # Assigned to a Multiple Number of Tracks

e) Track Transfer to a New Track or a Designated Track

f) Item Transfer to Item Track in Scroll Display Mode

g) Item Track Transfer to Amount Track (optional RAM board required)

h) Item Track Balance Calculation (display only)

B. Amount Track System

< Opening an Amount Track >

< Closing an Amount Track Temporarily >

< Picking Up an Amount Track >

< Closing an Amount Track Finally >

< Track Transfer >

A. Item Track System

a) Opening a New Track & Closing Temporarily

< Opening a New Item Track >

When **Automatic Item Track Number Method has been programmed**, simply press **ITEM TRACK #** key to open a new track.

ITEM TRK# --- new Item Track number is automatically assigned

When **Manual Track Number Method has been programmed,** enter a random 1 ~ 7 digit track number and press **ITEM TRACK #** key.

enter track # --- **ITEM TRK#** --- new Item Track number is assigned

A track number may be assigned at anytime while in a transaction.

< Closing an Item Track Temporarily >

Enter registrations as normal and then it can be closed temporarily through **NB** key.

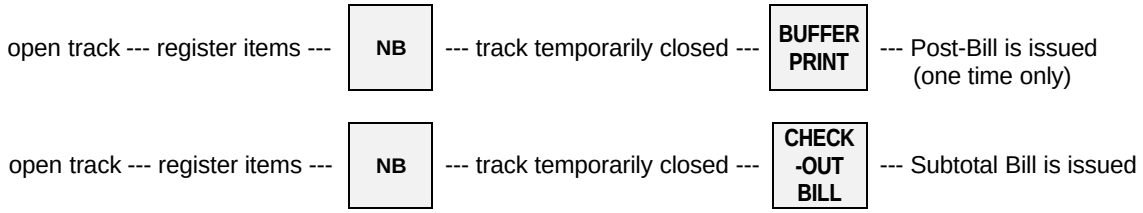
Automatic Item Track Number Method

KEY ENTRY	**DISPLAY**	**RECEIPT**
ITEM TRACK #	NEW TRACK	<.....1> 0.00
SALMON STEAK	「0000001」	SALMON STEAK 11.00
BEER		BEER 2.50
NB		CURENT CHG 13.50 --- printed if programmed
		N.B 13.50
		QUANTITY 2
		#001-000001 19:13R
		CLERK NAME 00001

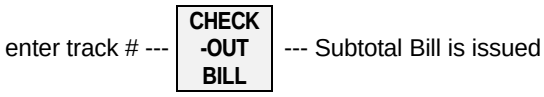
When Manual Track Number Method is used, enter the track number first, then press **ITEM TRACK #** key to assign a new track.

< Issuing a Post-Bill and/or Subtotal Bill >

Immediately after a track is closed temporarily and **CHECK-OUT BILL** key is pressed, a Subtotal Bill which shows the track contents is printed. If **BUFFER PRINT** key is pressed, a Post-Bill which shows only the last track's contents is printed. After the subtotal bill issue, post-bill can not be printed.


open track --- register items ---
NB
--- track temporarily closed ---
BUFFER PRINT
--- Post-Bill is issued (one time only)
open track --- register items ---
NB
--- track temporarily closed ---
CHECK -OUT BILL
--- Subtotal Bill is issued

After a Post-Bill is issued, a Subtotal Bill can be still issued by entering the track number and pressing the **CHECK-OUT BILL** key.



Post-Bill (See Sample 1 in the next page.)
Post-Bill shows the last transaction's contents on a receipt in the receipt-off condition or on a slip if programmed to use.

*** Automatic Line Finder**
If a Post-Bill of the track was issued previously, the automatic line finder advances the Post-Bill past the previously-printed area, and prints only the last transaction's contents as a continuation of the previous Post-Bill. Then it is issued each time when the track is closed, the Post-Bill can be used as a Check-Out Bill. However, Item Track System has a Check-Out Bill function so that Post-Bill may not be used as a Check-Out Bill normally.

Subtotal Bill (See Sample 2 in the next page.)
Subtotal Bill shows the temporarily closed track's contents on a receipt or on a slip if programmed to use. If the slip printer is not programmed to use, an entire subtotal bill is always issued on a receipt.

*** Subtotal Bill Format --- available when the slip printer is used**
Depending on programming, a Subtotal Bill is issued by one of two methods;
i) Always entire Subtotal Bill is printed on new slip.
ii) Additional transactions are printed as a continuation of the previous Subtotal Bill.
This method is used to have a Check-Out Bill by issuing the Subtotal Bills.

*** Subtotal Bill Printed on Receipt**
Even if a slip printer is programmed to use, it is possible to print it on a receipt by **SLIP OFF** key depression. In this case, after **SLIP OFF** key depression, enter the track number and press **CHECK-OUT BILL** key.

Sample 1 Post-Bill --- available immediately after the track is closed

KEY ENTRY
BUFFER PRINT 1

POST-BILL (SLIP)

```
<.....1>
  Served by   CLERK NAME 00001

SALMON STEAK                          11.00
BEER                                   2.50
                    CURENT CHG        13.50
N.B                               13.50
                           QUANTITY       2
17OCT/1999#001-000001 19:13R  CLERK NAME 00001
```

Note: If the programming of "tax is calculated each time the track is closed by either **NB** key or a media key" has been programmed, then **BUFFER PRINT 1** key prints a post-bill with VAT data, **BUFFER PRINT 2** key prints a post-bill without VAT data.

Sample 2 Subtotal Bill --- depends on programming, it is issued in one of two methods;

i) Always entire Subtotal Bill is printed on new slip --- can be issued at any time

KEY ENTRY
1
CHECK-OUT BILL 1

SUBTOTAL BILL (SLIP)

```
<.....1>
  Served by   CLERK NAME 00001

SALMON STEAK                          11.00
BEER                                   2.50
SBTL                              13.50
                           QUANTITY       2
17OCT/1999#001-000001 19:13R  CLERK NAME 00001
```

Note: If the programming of "tax is calculated each time the track is closed by either **NB** key or a media key" has been programmed, then **CHECK-OUT BILL 1** key prints a subtotal bill with VAT data, **CHECK-OUT BILL 2** key prints a subtotal bill without VAT data.

ii) Additional transactions are printed as a continuation of the previous Subtotal Bill

By this method, Subtotal Bill can only be issued **one time** for each transaction. If additional items are registered but a Subtotal Bill needs not be issued, the contents will be stored in memory.

Item Track # 1 is picked up and additional items are registered.

KEY ENTRY
1
ITEM TRACK #

SALMON STEAK
BEER
NB

CHECK-OUT BILL

DISPLAY

```
<.....1>
         13.50
```

SUBTOTAL BILL (SLIP)

```
<.....1>
  Served by   CLERK NAME 00001

SALMON STEAK                          11.00
BEER                                   2.50
SBTL                              13.50
                           QUANTITY       2
17OCT/1999#001-000001 19:13R  CLERK NAME 00001
<.....1>
  Served by   CLERK NAME 00001
SALMON STEAK                          11.00
BEER                                   2.50
SBTL                              27.00
                           QUANTITY       4
17OCT/1999#001-000002 19:30R  CLERK NAME 00001
```

b) Picking Up a Track & Closing a Track Finally

< Picking Up an Item Track >

To pick up a track, enter the Item Track Number and press **ITEM TRACK #** key.

enter track # --- [ITEM TRK#] --- previous balance with track # is displayed

< Closing an Item Track Finally >

Enter registrations as normal and then it can be closed finally through one of a **Media** (Total) keys.

open track --- register items --- [TTL] --- Item Track is finally closed
Check-Out bill must be issued by **CHECK-OUT BILL** key.

< Issuing a Check-Out Bill >

Depending on programming, a Check-Out Bill is issued on a slip by one of the three methods (see Samples in the next page). However, if no Subtotal Bill was issued, the entire Check-Out Bill is always printed, regardless the programming.

i) Always entire Check-Out Bill is printed on new slip.

ii) When a closing operation is done since the last Subtotal Bill issue, a closing line only is printed as a continuation of the Subtotal Bill.
If additional registrations were done, entire Check-Out Bill is printed on new slip.

iii) Additional registrations are always printed as a continuation of the previous Subtotal Bill.

*** Check-Out Bill Keys**
CHECK-OUT BILL 1 --- Prints a check-out bill with VAT data on slip or receipt
CHECK-OUT BILL 2 --- Prints a check-out bill without VAT data on slip or receipt

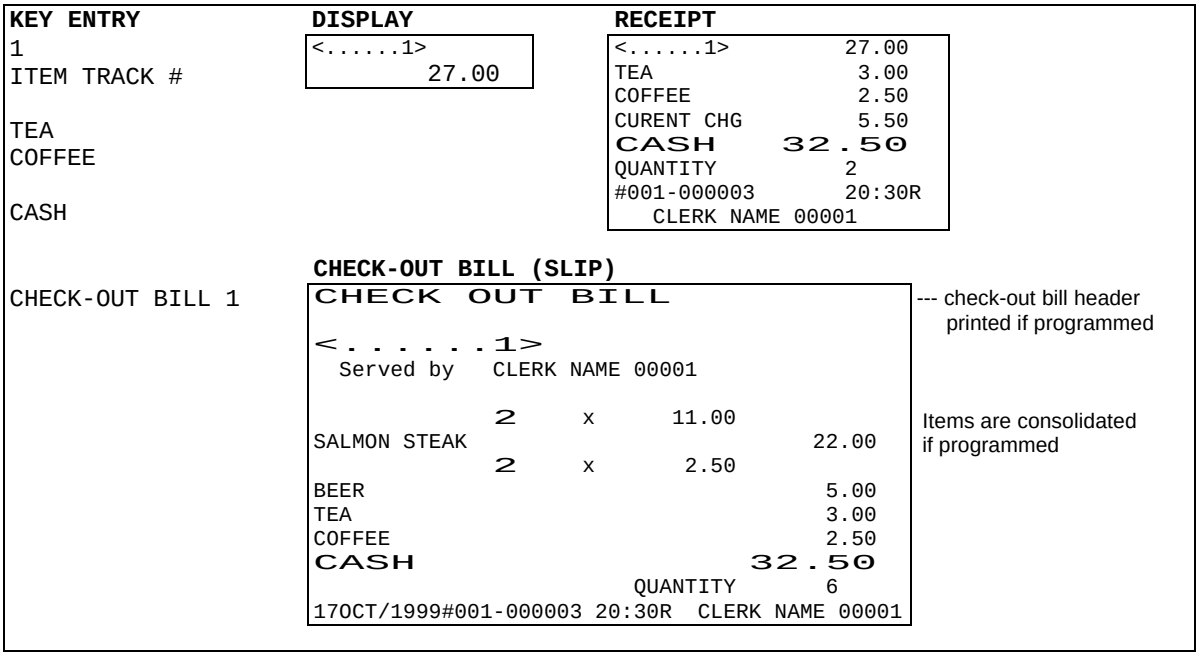
*** Check-Out Bill Issue Cancellation**
If a check-out bill issue is not necessary, it can be skipped by a key depression or by programming.

media closing --- [BILL CANCEL] or "without check-out bill issue" has been programmed

*** Check-Out Bill Printed on Receipt**
Even if a slip printer is programmed to use, it is possible to print it on a receipt by **SLIP OFF** key depression.

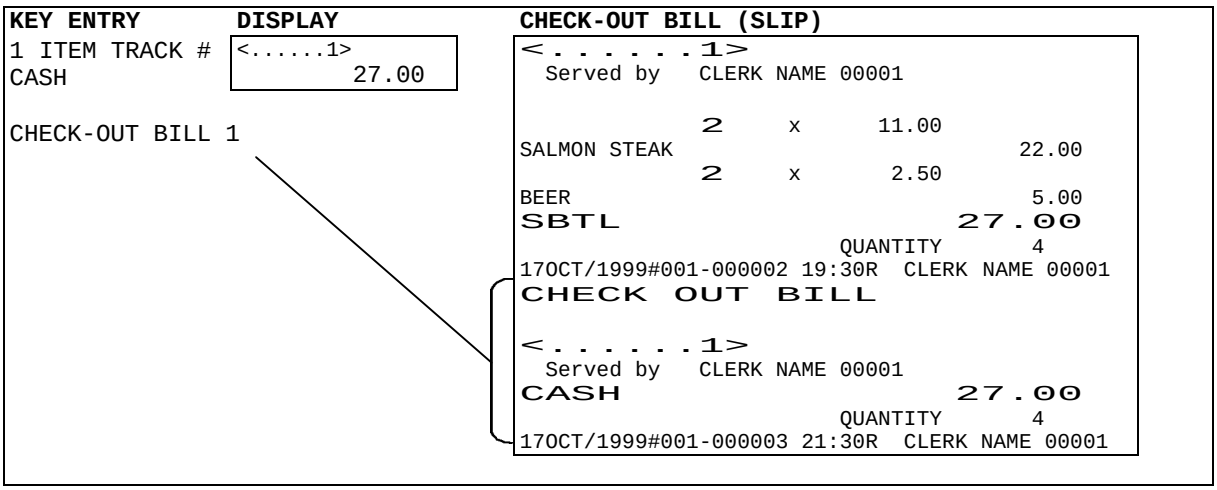
[SLIP OFF] --- [CHECK -OUT BILL] --- Check-Out Bill is issued on receipt

i) Entire Check-Out Bill is always printed on a new slip.



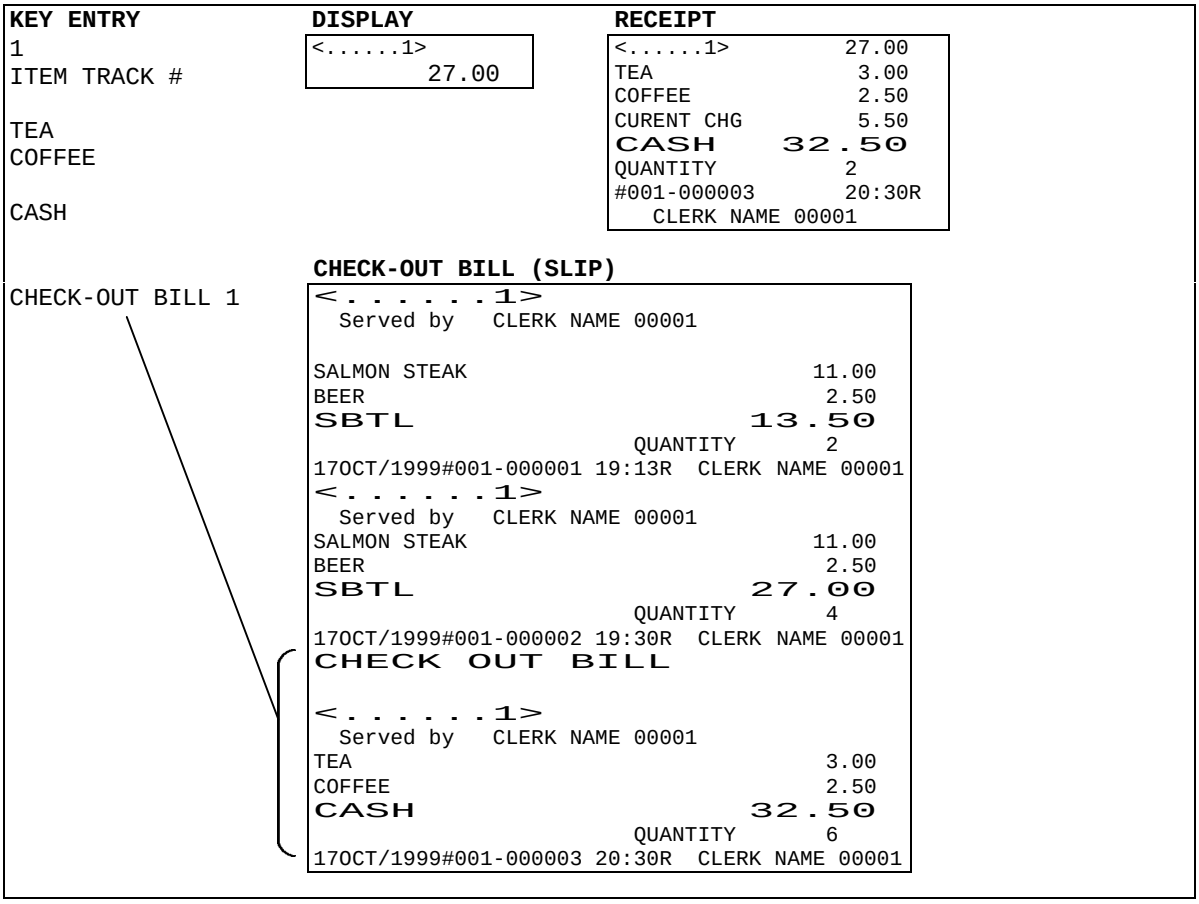
ii) When a final closing operation is done since the last Subtotal Bill issue, a closing line only is printed on the last Subtotal Bill. If additional registrations were done, entire Check-Out Bill is printed on a new slip.

The automatic line finder advances the slip paper past the previously-printed area and prints only the closing lines (the check-out bill header if programmed, media amount and tax data, etc.) on the bill.



If a Subtotal Bill was not issued previously, **entire Check-Out Bill** is always issued.

iii) Additional registrations are always printed as a continuation of the previous Subtotal Bill.



If a Subtotal Bill was not issued previously, **entire Check-Out Bill** is always issued.

c) Table # Assigned to an Item Track

Table number assignment (random 1 ~ 4 digit) is available only when Automatic Item Track Number Method is used under the **non**-clerk interrupt system. It is **not** available when Manual Track Number Method is used.

Under the clerk interrupt system, this is available when either Automatic or Manual Track Number Method is used. However, Item Track pick-up by the assigned table number is not available.

< Assigning a Table Number to an Item Track >

Table #5 assigned to an Item Track (Automatic Track Number Method)

KEY ENTRY

```
ITEM TRACK #

5 TABLE #

1 PERSON

ROAST BEEF
RED WINE
NB
```

DISPLAY

```
NEW TRACK
    「0000010」
TB#-0005
            . 0
PERSN
              1
```

RECEIPT

```
<.....10>          0.00
                  *...5*
ROAST BEEF        12.00
RED WINE           3.00
N.B            15.00
QUANTITY           2
PERSN              1
#001-000020        19:30R
   CLERK NAME 00001
```

--- table #

* Table number * is printed in double-width with < track number > on the kitchen printer as follows;

KITCHEN PRINTER 1 AT KITCHEN

```
 ECR NO.1 --> KITCHEN
*...5* <.....10>  CLERK NAME 00001

  1  ROAST BEEF

               20OCT/1999#001-000020 19:30
```

KITCHEN PRINTER 2 AT BAR

```
 ECR NO.2 --> BAR
*...5* <.....10>  CLERK NAME 00001

  1  RED WINE

               20OCT/1999#001-000020 19:30
```

When using "Manual Track Number Method"

```
 ECR NO.1 --> KITCHEN
<1234567> *...5*  CLERK NAME 00001

  1  T-BONE STEAK

               18OCT/1999#001-000005 19:35
```

< manual track number > is printed in double-width and * table number * is printed in normal size

Table # can be assigned only under the clerk interrupt system for Manual Track Number Method.

< Picking Up an Item Track by Table Number (Non-Clerk Interrupt System Only) >

Item Track can be picked up by either the track number or assigned table number. Under the clerk interrupt system, the track pick-up by the assigned table number is **not** available.

Track # 10 is picked up by Table # 5.

KEY ENTRY

```
5 TABLE #

STEAK
BEER
2 PERSON
NB
```

DISPLAY

```
<.....10>
         15.00
```

RECEIPT

```
<.....10>          15.00
                  *...5*
STEAK              12.00
BEER                3.00
N.B       30.00
QUANTITY            2
PERSN               2
#001-000021        19:35R
   CLERK NAME 00001
```

--- number of people

```
CHECK-OUT BILL 1
```

SUBTOTAL BILL (SLIP)

```
<.....10>     *...5*
 Served by   CLERK NAME 00001     2
```

number of people

```
ROAST BEEF                        12.00
RED WINE                           3.00
STEAK                             12.00
BEER                               3.00
SBTL                       30.00
                        QUANTITY       4
20OCT/1999#001-000021 19:35R  CLERK NAME 00001
```

Once the number of people was entered, all types of bills (receipt, subtotal bill, check-out bill) always show the number of people. The number of people can be changed by re-entering the number.

d) Table # Assigned to a Multiple Number of Tracks

Table number assignment is available only when the Automatic Item Track Number Method is used under the **non**-clerk interrupt system.

Under the clerk interrupt system, this is available when either the Automatic or the Manual Track Number Method is used. However, the track pick-up by the assigned table number is **not** available.

< Assigning a Table Number to a Multiple Number of Tracks >

The same table number can be assigned to a number of tracks. Open each track and assign a table number by using **TABLE #** key. This operation is useful when different groups of customers sit at the same table.

< Picking Up Tracks by Table Number (Non-Clerk Interrupt System Only) >

Tracks having same assigned table number can be picked up by the same table number.

i) Enter the table number and press **TABLE #** key. The first track number appears with the information of the number of tracks assigned to the table. The track is not opened until **ITEM TRACK #** key is pressed. If the table is assigned to only one track, the track will be opened automatically.

ii) By pressing **TABLE #** key again, the second track number will appear.

iii) When the desired track appears, press **ITEM TRACK #** key to open the track.

KEY ENTRY	DISPLAY	
3 TABLE #	<.....7> 1↵2	The first track # 7 which is assigned to table # 3 appears. --- shows the number of tracks assigned to the table
TABLE #	<.....8> 2↵2	The next track # 8 which is also assigned to table # 3 appears.
ITEM TRACK #	<.....8> 3.00	The second track # 8 is picked up.
(continue registrations)		

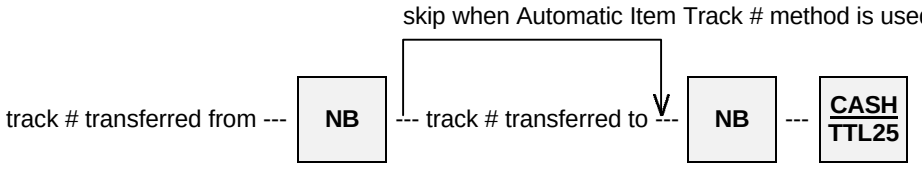
e) Track Transfer to a New Track or a Designated Track

Track transfer is done by using **NB** key and **CASH/TTL 25** key if permitted by programming.

Transfer can be canceled by pressing **CL** key at any time instead of **CASH/TTL 25** key.

When the clerk track assignment system is used, only the assigned clerk or manager clerk can transfer his/her own track to other track assigned to him/her.

From a Designated Track to a New Track

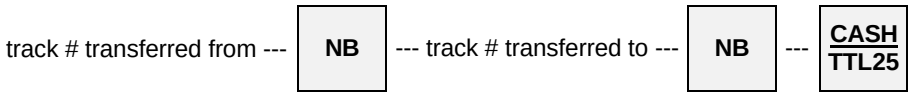


Track #10 is transferred to a new Track (Automatic Track Number Method)

KEY ENTRY	DISPLAY	CONFIRMATION RECEIPT
10 NB	<.....10> . 0	<.....10> -> <.....11> #001-000023 09:10R CLERK NAME 00001
NB	<.....10> -> <.. . 0	
X2	10> -> <.....11> . 0	--- **X2** key shows remaining characters
CASH/TTL 25		

When using Manual Track Number Method, a new track number must be entered before pressing **NB** key.

From a Designated Track to a Designated Track



Track #4 is transferred to Track #5

KEY ENTRY	DISPLAY	CONFIRMATION RECEIPT
4 NB	<......4> . 0	<......4> -> <......5> #001-000022 09:00R CLERK NAME 00001
5 NB	<......4> -> <.. . 5	
CASH/TTL 25		

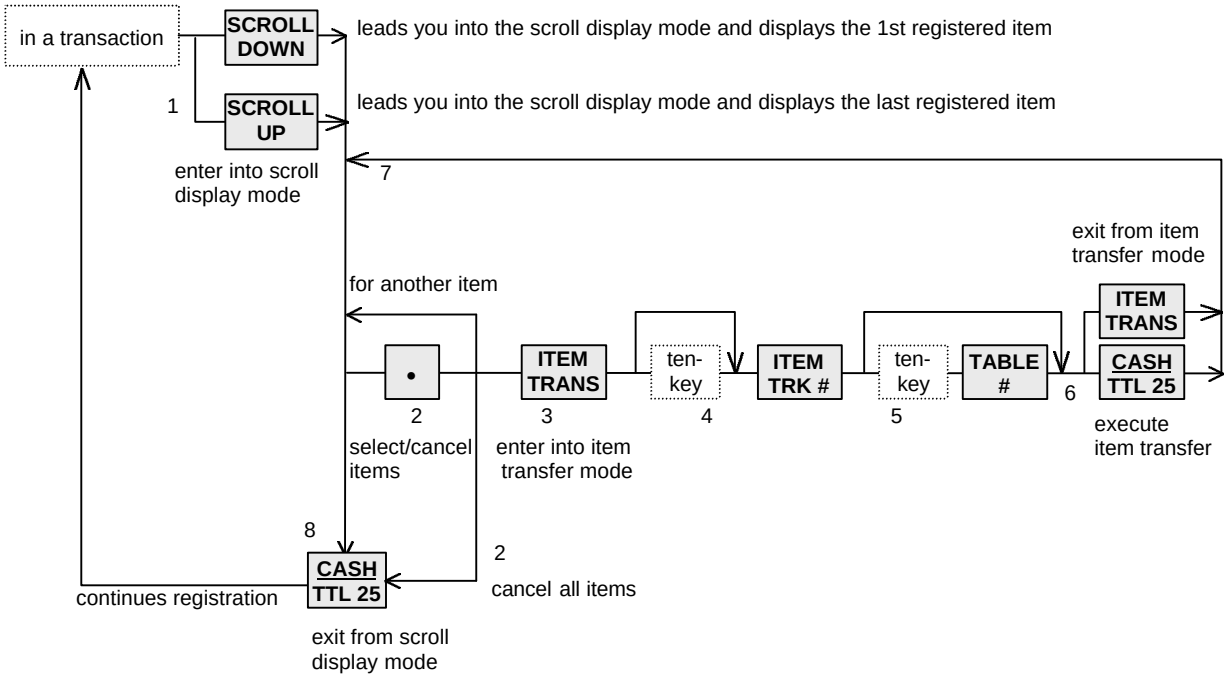
f) Item Transfer to Item Track in Scroll Display Mode

Items in a transaction or in Item Track can be transferred to a new track or a specified track in the scroll display mode. "PLU not consolidated" must have been programmed for the scroll display mode.

< Item Transfer Sequence >

1. Enter into the scroll display mode by pressing **SCROLL UP/DOWN** key **during a transaction**. **R-OFF** lamp is flashing.
2. Select items that you want to transmit to other track with " • " key.
   Only the items with **VD/RF** lamp flashing can be transferred. When the items are selected, **VD/RF** lamp lights up and **PO/RA** lamp is flashing.
   To cancel <u>an item</u> among the selected items, press " • " key again on the item selected.
   To cancel <u>all the items</u> selected, press **CASH/TTL 25** key and exit from the scroll display mode.
3. Enter into the "Item Transfer Mode" by pressing **ITEM TRANSFER** key.
4. Enter the track number and press **ITEM TRACK #** key, or press **ITEM TRACK #** key directly for a new track in the Automatic Item Track # Method.
5. If required, enter a table number by using ten-key and **TABLE #** key.
6. Press **CASH/TTL 25** key to transfer the item.
   You can exit the "Item Transfer Mode" by pressing **ITEM TRANSFER** key instead of **CASH/TTL 25** key. It does **<u>not</u>** cancel all selections for the item transfer.
7. You can repeat operations from the above step 2 to select items here. Such other scroll display functions as scroll void are available also.
8. Press **CASH/TTL 25** key again to exit the scroll display mode and continue registration.

Transferred items are memorized in the assigned track with the table number (if entered) and the track is temporarily closed as New Balance.



Item transfer to a new Item Track : White Wine and Salmon Steak are transferred.

KEY ENTRY	DISPLAY	
BEER WHITE WINE SALMON STEAK		
SCROLL DOWN	BEER 2.50	enters into Scroll Display Mode and shows the 1st item
SCROLL DOWN	WHITE WINE 5.00	shows the 2nd item
[•]	WHITE WINE 5.00	selects item to be transferred
SCROLL DOWN	SALMON STEAK 11.00	shows the 3rd item
[•]	SALMON STEAK 11.00	selects item to be transferred
ITEM TRANSFER	** ITEM TRNS. ** . 0	enters into Item Transfer Mode
ITEM TRACK #	NEW TRACK 「0000012」	assigns a new Item Track (Automatic Item Track # Method) **--- Track # must be assigned**
5 TABLE #	TB#-0005 . 0	assigns Table # 5 (can be skipped)
CASH/TTL 25	BEER 2.50	executes Item Transfer
CASH/TTL 25	BEER 2.50	exits from Scroll Display Mode
CASH	CASH 2.50	closes the transaction by cash

RECEIPT

```
BEER                  2.50
WHITE WINE            5.00
SALMON STEAK         11.00
WHITE WINE            5.00
 ↑↑↑↑↑ ITEM TRNS.↑↑↑↑↑
SALMON STEAK         11.00
 ↑↑↑↑↑ ITEM TRNS.↑↑↑↑↑
CASH          2.50
QUANTITY             1
#001-000030       20:20R
   CLERK NAME 00001
```

KITCHEN PRINTER 1
AT KITCHEN

```
 ECR NO.1 --> KITCHEN
*...5* <.....12>  CLERK NAME 00001

  1  SALMON STEAK

                20OCT/1999#001-000030 20:20
```

Transferred items are printed on the kitchen printer having the assigned track and table numbers with the same last line as the original transaction.

KITCHEN PRINTER 2
AT BAR

```
 ECR NO.2 --> BAR
                       CLERK NAME 00001

  1  BEER

                20OCT/1999#001-000030 20:20
-----------------------------------------

 ECR NO.2 --> BAR
*...5* <.....12>  CLERK NAME 00001

  1  WHITE WINE

                20OCT/1999#001-000030 20:20
```

Transferred items are memorized in the assigned track with the table number (if entered) and the track is temporarily closed as New Balance.

< Notes on Item Transfer >

If a PLU has been registered with the following items, all these additional entries on the PLU are also selected automatically;

- link PLU
- simple condiment PLU
- cooking message
- plus / discount amount on item
- % on item

If the following operations have been done in a transaction, the item transfer can not be done;

- plus / discount amount on subtotal
- % on subtotal
- adjustment
- manual tax entry
- tax exemption
- tendering amount entry

If "tax calculated each time on New Balance closing" has been programmed, the items in the temporarily closed track can not be transferred.

If **KP DATA SEND** key is pressed after the items are transferred to an Item Track, only the not-transferred items in the transaction are sent to the kitchen printer. The items transferred to the Item Track can not be sent to the kitchen printer until the transaction is closed.

g) Item Track Transfer to Amount Track (optional RAM board required)

The payable amount of money on the Item Track currently under use can be charged on the Amount Track if permitted by programming. This function is useful for frequent restaurant customers.

The customer's due amount tracked on the Item Track can be transferred to the Amount Track by following the operation sequence below;

enter item track # --- **ITEM TRK#** --- register items if any --- enter amount track # --- **AMT TRK#** --- **CHARGE**

After the amount of Item Track is transferred to the specified Amount Track by **CHARGE** key, the Check-Out Bill of the Item Track must be issued by pressing **CHECK-OUT BILL** key.

KEY ENTRY

```
12 ITEM TRACK #
TEA
COFFEE
150 AMOUNT TRACK #
CHARGE
```

DISPLAY

```
<.....12>
        16.00
```

```
<<.....150>>
         0.00
```

RECEIPT

```
<.....12>          16.00
                  *...5*
TEA                 3.00
COFFEE              2.50
<<....150>>         0.00
CURENT CHG          5.50
CHARGE       21.50
QUANTITY            2
#001-000035        21:30R
   CLERK NAME 00001
```

CHECK-OUT BILL 1

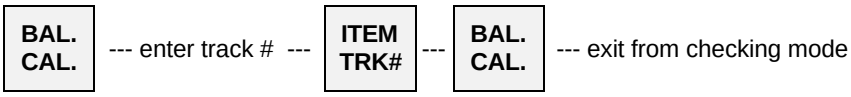
CHECK-OUT BILL (SLIP)

```
CHECK OUT BILL

<.....12>      *...5*
  Served by   CLERK NAME 00001

WHITE WINE                          5.00
SALMON STEAK                       11.00
TEA                                 3.00
COFFEE                              2.50
CHARGE                         21.50
                          QUANTITY      4
20OCT/1999#001-000035 21:30R  CLERK NAME 00001
```

h) Item Track Balance Calculation (display only)

< Item Track Balance Checking >

This function is used to check a track balance on the display.
Press **BALANCE CALCULATION** key and enter the item track number as follows;



KEY ENTRY	DISPLAY	
BALANCE CAL.	* BAL-CAL MODE * ┤ . 0	enter into the balance calculation mode
7 ITEM TRACK #	* BAL-CAL MODE * ┤ 5.00	the balance of Item Track #7 is displayed
BALANCE CAL.	 = 5.00	exit from the balance calculation mode

< Item Track Balance Additions >

Also a track's subtotal can be displayed and other track's subtotal may be added with the total being displayed. It is then possible to divide by the number of people. Tracks are not consolidated.

KEY ENTRY	DISPLAY	
BALANCE CAL.	* BAL-CAL MODE * ┤ . 0	enter the balance calculation mode
7 ITEM TRACK #	* BAL-CAL MODE * ┤ 5.00	the balance of Item Track #7 is displayed (5.00)
8 ITEM TRACK #	* BAL-CAL MODE * ┤ 13.00	the balance of Item Track #8 (8.00) is added to Track #7 and the total balance amount is displayed (13.00)
2 [X2]	* BAL-CAL MODE * ┼┘ 6.50	the total balance (13.00) is divided by 2 and the result (6.50) is displayed
BALANCE CAL.	 = 6.50	exit from the balance calculation mode

< Track Balance Calculation Using the Assigned Table Number >

KEY ENTRY	DISPLAY	
BALANCE CAL.	* BAL-CAL MODE * ┤ . 0	enter the balance calculation mode
3 TABLE #	<.....7> 1┘2	the first track #7 is displayed which is one of two tracks assigned to table #3
ITEM TRACK #	* BAL-CAL MODE * ┤ 5.00	the first track balance (5.00) is displayed
3 TABLE #	<.....7> 1┘2	the first track #7 is displayed which is one of two tracks assigned to table #3
TABLE #	<.....8> 2┘2	the second track #8 is displayed which also assigned to table #3
ITEM TRACK #	* BAL-CAL MODE * ┤ 13.00	the second track #8 balance (8.00) is added to the first track balance (5.00) and the total balance (13.00) is displayed
BALANCE CAL.	 = 13.00	exit from the balance calculation mode

B. Amount Track System (optional RAM board required)

This system records transaction totals only. The registered items per track can not be recorded.

< Opening an Amount Track >

Enter a random 1 ~ 7 digit track number and press **AMOUNT TRACK #** key.
A track number may be assigned at anytime during a transaction.

enter track # --- **AMT TRK#** --- entered Amount Track number is assigned

< Closing an Amount Track Temporarily >

Enter registrations as normal and then it can be closed temporarily through **CHARGE** key.

open track --- register items --- **CHARGE** --- Amount Track is temporarily closed
Post-Bill can be issued if required by **BUFFER PRINT** key

< Picking Up an Amount Track >

To pick up a track, enter the Amount Track Number and press **AMOUNT TRACK #** key.

enter track # --- **AMT TRK#** --- previous balance with track # is displayed

< Closing an Amount Track Finally >

Enter registrations as normal and then it can be closed finally through one of a Media (Total) keys.

open track --- register items --- **TTL** --- Amount Track is finally closed
Post-Bill can be issued if required by **BUFFER PRINT** key

KEY ENTRY	DISPLAY	RECEIPT	
1234567 AMOUNT TRACK # SALMON STEAK BEER CHARGE	<<1234567>> 0.00	<<1234567>> 0.00 SALMON STEAK 11.00 BEER 2.50 CURENT CHG 13.50 CHARGE **13.50** QUANTITY 2 #001-000002 19:14R CLERK NAME 00001	--- printed if programmed
BUFFER PRINT 1 for post-bill	--- see next page *1		
1234567 AMOUNT TRACK # CAKE COFFEE CASH	<<1234567>> 13.50	<<1234567>> 13.50 CAKE 1.50 COFFEE 1.50 CURENT CHG 3.00 CASH **16.50** QUANTITY 2 #001-000016 20:14R CLERK NAME 00001	
BUFFER PRINT 1 for post-bill	--- see next page *2		

Post-Bill --- shows the last transaction's contents

Immediately after temporarily closing a track transaction and either **BUFFER PRINT 1** or **2** key is pressed, a post-bill is issued on a receipt in the receipt-off condition or on a slip if programmed to use.

If a Post-Bill of the track was issued previously, the automatic line finder advances the Post-Bill past the previously-printed area, and prints only the last transaction's contents as a continuation of the previous Post-Bill.

So the Post-Bill can be used instead of the Check-Out Bill for the Item Track System which is not available for the Amount Track System.

POST-BILL (SLIP)

```
<<1234567>>
  Served by  CLERK NAME 00001

SALMON STEAK                          11.00
BEER                                   2.50
                    CURENT CHG        13.50
CHARGE                              13.50
                         QUANTITY       2
25OCT/1999#001-000002 19:14R  CLERK NAME 00001
<<1234567>>
  Served by  CLERK NAME 00001

CAKE                                   1.50
COFFEE                                 1.50
                    CURENT CHG         3.00
CASH                                16.50
                         QUANTITY       2
28OCT/1999#001-000016 20:14R  CLERK NAME 00001
```

*1

*2

Note: Tax is always calculated each time the track is closed by either **CHARGE** key or a media key. **BUFFER PRINT 1** key prints a post-bill with VAT data, **BUFFER PRINT 2** key prints a post-bill without VAT data.

Even if a slip printer is programmed to use, it is possible to print it on a receipt by **SLIP OFF** key depression.

< Amount Track Card >

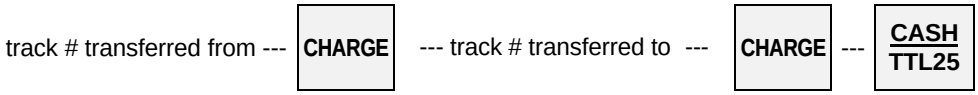
If an optional card reader is fitted and Amount Track Cards have been prepared by a card writer, an Amount Track is picked up by swiping the card at the beginning of a transaction.

After the Amount Track is picked up, the track is automatically closed by **CHARGE** key by swiping the card again. 4-digit store code (S#-xxxx) and 7-digit amount track number (C#-0xxxxxx) are printed before the last line.

< Track Transfer >

Track transfer is done by using **CHARGE** key and **CASH/TTL 25** key if permitted by programming.

Transfer can be canceled by pressing **CL** key at any time before **CASH/TTL 25** key is pressed.



Track #4 is transferred to Track #5

KEY ENTRY	DISPLAY	CONFIRMATION RECEIPT
4 CHARGE	<.....4> . 0	<.....4> -> <.....5> #001-000022 09:00R CLERK NAME 00001
5 CHARGE	<.....4> -> <.. . 5	
CASH/TTL 25		

31. Floating Item Track / Floating Amount Track

Almost all operations are same as the normal Item Track and Amount Track operations. The only difference is that the track data is floating among ECRs in the IRC system. In order to use this system, the IRC status check must have been performed with each ECR.

The following describes the key sequences and memory conditions on the master which picks up the track and the slave ECRs;

< New Item / Amount Track Open >

Track Number Entry Method, either Manual Track Number Method or Automatic Item Track Number Method, used on the ECRs should be the same in the IRC system.

Manual Track Number Method

- When the track number is entered with **ITEM TRACK #** or **AMOUNT TRACK #** key, the master checks the track memories in the IRC system.
- If it is a new track number in the IRC system, the track number is opened.
- If it is already used, the master picks up the track data.

Automatic Item Track Number Method (Item Track System Only)

- When **ITEM TRACK #** key is pressed, the master searches the slaves for the track number next to the track number on the master. When the unique automatic track number method is used, the track number will be the next to track number on each ECR.
- If it is a new track number in the IRC system, the track number is opened.
- If it is already used by other ECR, the master searches the slaves for the next track number until a new track number is found within the programmed maximum track number. When the unique automatic track number method is used, it will be the next track number on each ECR.
- If there is no new track number, the master checks the already closed track having the smallest number and it will be opened as a new track.
- If there is no closed track, the master displays Warning Message #34.

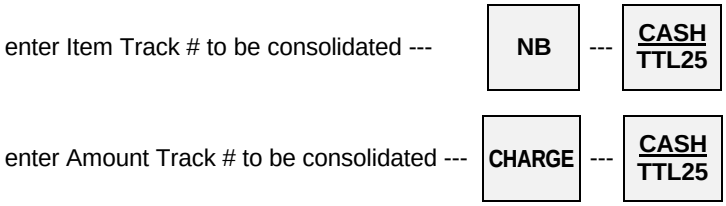
< Item / Amount Track Pick Up >

When the track number is entered with **ITEM TRACK #** or **AMOUNT TRACK #** key, the master searches the track memory by itself. If the track is not found on the master, the master then searches the slaves and collects the track data from it. The collected data is deleted from the slave.

If a communication error occurs, the master makes "New Track" by pressing **X2** key if permitted. The track made by **X2** key should be closed by **NB** key or **CHARGE** key, then the "track consolidation" (see next page) must be performed to avoid the tracks having same number on the master and slave.

< Item / Amount Track Consolidation >

This is used to consolidate the tracks in the IRC system having same track number made by pressing **X2** key on the master while the same track is used by other ECR or they are busy.



The master searches the slaves and collects all tracks having same track number. The master consolidates the tracks into a track and the collected tracks on the slaves are deleted.

Track #10 is collected

KEY ENTRY	DISPLAY	CONFIRMATION RECEIPT
10 NB	<.....10> . 0	<.....10> -> <.....10> #001-000033 21:10R CLERK NAME 00001
CASH/TTL 25	<.....10> -> <.. . 0	

< Subtotal Bill Issue > --- Item Track System Only

If the master does not have this, it searches the slaves and issues a subtotal bill by referring to the track data on the slave. The track data is still on the slave.

< Check-Out Bill Issue > --- Item Track System Only

This can be issued by the master only.

< Table # Assignment / Pick-Up > --- Item Track System Only

Table number assignment is possible when Automatic Item Track Number Method is used.
Under the clerk interrupt system, it is possible when either Automatic or Manual Track Number Method is used.
Item Track pick-up by the assigned table number is possible on the master, but it does **not** pick up the tracks in the slaves. Under the clerk interrupt system, the track pick-up by the table number is **not** possible.

< Item Track Transfer to a New Item Track > --- Item Track System Only

If source track does not exist on the master, the master searches the slaves and collects the track data from the slave. The collected data is deleted from the slave.
Then new track is made on the master and the source track is transferred to new track. Finally the master deletes the source track.

< Item Track Transfer to a Designated Item Track > --- Item Track System Only

If source track and/or the designated track do not exist on the master, the master searches the slaves and collects the track data from the slave. The collected data is deleted from the slave.
Then the source track is transferred to the designated track. Finally, the master deletes the source track.

< Item Track Transfer to Amount Track > --- Optional RAM board required

If source Item Track and/or the objective Amount Track do not exist on the master, the master searches the slaves and collects the track data from the slave. The collected data is deleted from the slave.
Then the Item Track is transferred to the Amount Track. After the Check-Out Bill is issued, the master deletes the source Item Track.

< Item Track Balance Checking > --- Item Track System Only (Display Only)

If this does not exist on the master, the master searches the slaves and collects the track data from the slave. The collected data is deleted from the slave. Then the master shows the track balance.

< Item Track Additions > --- Item Track System Only (Display Only)

If the entered tracks do not exist on the master, the master searches the slaves and collects the track data from the slave. The collected data is deleted from the slave. Then the master adds the tracks, but does not consolidate them.

< Notes for Communication Error >

If a communication error occurs, one of "`-- IRC BUSY --`", "`ECR#-xxx ERROR`" or "`ECR#-xxx BUSY`" (xxx = ECR machine number) is displayed, then;
- retry the communication by pressing **CASH/TTL 25** key, or
- cancel the communication by pressing **CL** key, or
- make "New Track" by **X2** key (if permitted by programming).

Item Track made by **X2** key should be closed by **NB** key and Amount Track made by **X2** key should be closed by **CHARGE** key, then the **track consolidation** must be performed to avoid the tracks having same number on the master and slave.
When **CL** key is pressed, depending on the cases, the master displays `REQ.Z62-xxx` or `REQ.X62-xxx` with Item Track number and `REQ.Z66-xxx` or `REQ.X66-xxx` with Amount Track number and prints the message on the journal.

When **`REQ.Z62(66)-xxx`** is displayed,
(This is displayed when the master collects the track data from the slave, but the slave does not delete it yet.)
1. Press **CL** key again to clear the error.
2. Then enter the track number with **ITEM (AMOUNT) TRACK #** key again to continue the track operation.
3. After the track operation is completed, take **Z-62 (66) individual Item (Amount) Track report on the ECR machine number xxx** to delete the track data from that ECR to avoid the tracks having same number on the master and slave.

When **`REQ.X62(66)-xxx`** is displayed,
(This is displayed when the master collects the track data from the slave and the slave deletes it but the confirmation of such deletion is not sent to the master yet.)
1. Press **CL** key again to clear the error condition.
2. Then enter the track number with **ITEM (AMOUNT) TRACK #** key again to continue the track operation.
3. After the track operation is completed, take **X-62 (66) individual Item (Amount) Track report on the ECR machine number xxx** in order to make sure that the track is deleted from the slave.

32. Previous Balance Plus (PB+) / Previous Balance Minus (PB-)

The PB+/PB- can be used in place of track operations when the track memory is full.

These operations are similar to track operations in such a style that they allow intermittent registrations, however no track numbers are used. In other words, the ECR does not retain data of individual item registered. Also the automatic line finder on the slip printer is <u>not</u> available but the manual line finder is.

KEY ENTRY

```
100
MESSAGE
PB+
BANANA CAKE
NB
```

DISPLAY

```
CUSTOMER
          1.00
```

RECEIPT

```
                    CUSTOMER
                       100#
PB.P                   0.00
BANANA CAKE            1.25
N.B                    1.25
QUANTITY                  1
#001-000024           15:42R
   CLERK NAME 00001
```

-- **MESSAGE** key symbol

BUFFER PRINT 1 --- bill is printed on the slip (see below * 1)

KEY ENTRY

```
100
MESSAGE
125 PB+
ICE CREAM
CASH
```

DISPLAY

```
CUSTOMER
          1.00
PB.P
          1.25
```

RECEIPT

```
                    CUSTOMER
                       100#
PB.P                   1.25
ICE CREAM              2.00
CASH                   3.25
QUANTITY                  1
#001-000025           15:55R
   CLERK NAME 00001
```

PB- key is used for a negative previous balance.
The balance must be entered before pressing **PB-** key.

< Manual Line Finder Operation >

Input the line number from where printing should start and press **BUFFER PRINT** key. The input line number should not be more than the preprogrammed maximum number of lines on the slip. Bills issued by the manual line finder operation do not have a slip logo.

10 lines are fed by the manual line finder operation.

KEY ENTRY

```
10
BUFFER PRINT 1 --- *2
```

POST-BILL is used as CHECK-OUT BILL

```
 1  Served by   CLERK NAME 00001
 2
 3                                   CUSTOMER
 4                                        100#
 5  PB.P                                 0.00
 6  BANANA CAKE                          1.25
 7  N.B                                  1.25
 8                          QUANTITY         1
 9  17NOV/1999#001-000024 15:42R  CLERK NAME 00001
10
   Served by   CLERK NAME 00001
                                    CUSTOMER
                                         100#
   PB.P                                 1.25
   ICE CREAM                            2.00
   CASH                                 3.25
                            QUANTITY        1
   17NOV/1999#001-000025 15:55R  CLERK NAME 00001
```

*1 logo is printed if programmed

*2 logo is not printed

33. Ticket System

If ECR is programmed for the ticket system, all items will be ticket items. When items are registered, tickets are issued depending on one of three ticket issue types (real-time, after closing, mixed ticket). When the transaction is closed, a post-receipt is issued if programmed.

A PLU can be programmed to either of following two types;

Ticket Item	1 to 7 tickets can be issued for an item independently by flag selection
Combined Item	items are printed on one ticket

There are following ticket issue types to be selected by flag selection;

Real-Time Ticket	ticket items are printed in real-time and one combined ticket is printed after transaction closing
After Closing Ticket	one ticket is issued containing all ticket items in real-time, then remaining number of tickets and one combined ticket are issued after transaction closing
Mixed Ticket	two kinds of combined ticket are printed
Multiple Ticket	number of tickets entered by **X1** key is printed (available if real-time ticket type is used)

Ticket Print Contents

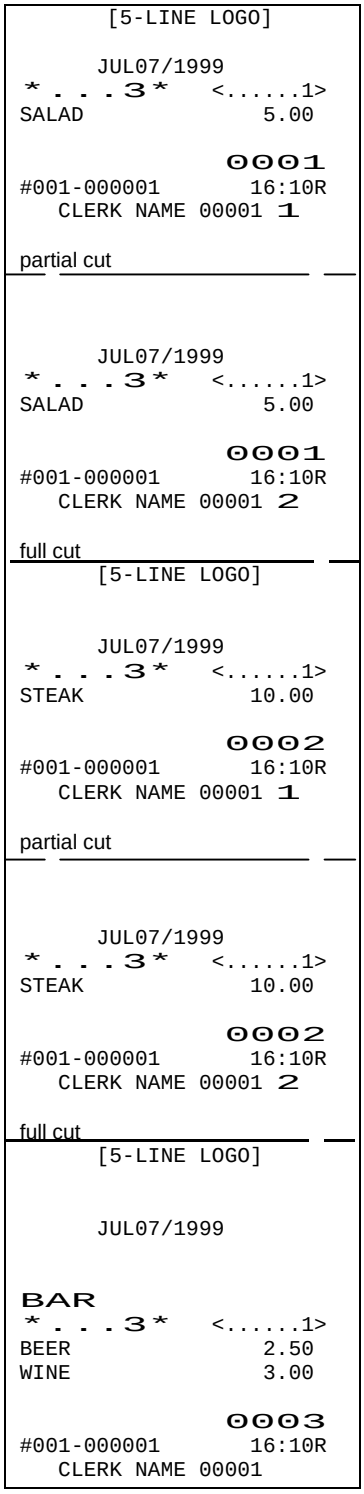
Ticket header 1	printed if programmed, on the first combined ticket of "after closing ticket" or "mixed ticket"
Ticket header 2	printed if programmed, on a combined ticket which is printed after closing transaction
Consecutive ticket #	printed if programmed
Ticket number per item	separate from the consecutive ticket number is printed to distinguish 2 to 7 tickets for an item
Track number	printed in brackets < Item Track > or << Amount Track >> if entered
Table number	printed in * * if entered

Paper Cutting Method

This is fixed to a full cut between tickets of different kinds of items, and a partial cut between ticket items which are in the same category.

a) Real-Time Ticket Sample

Ticket items printed in real-time for programmed number of tickets.
Automatic track number method is used with this sample.



```
      [5-LINE LOGO]

     JUL07/1999
*...3*   <......1>
SALAD             5.00

               0001
#001-000001      16:10R
   CLERK NAME 00001 1

partial cut
```

```
     JUL07/1999
*...3*   <......1>
SALAD             5.00

               0001
#001-000001      16:10R
   CLERK NAME 00001 2

full cut
```

```
      [5-LINE LOGO]

     JUL07/1999
*...3*   <......1>
STEAK            10.00

               0002
#001-000001      16:10R
   CLERK NAME 00001 1

partial cut
```

```
     JUL07/1999
*...3*   <......1>
STEAK            10.00

               0002
#001-000001      16:10R
   CLERK NAME 00001 2

full cut
```

```
      [5-LINE LOGO]

     JUL07/1999

BAR
*...3*   <......1>
BEER              2.50
WINE              3.00

               0003
#001-000001      16:10R
   CLERK NAME 00001
```

REAL-TIME TICKET

* table number *, < item track number >

consecutive ticket number (printed and centered if programmed)

ticket number per item

no logo printed on the 2nd ticket

same consecutive ticket number is printed for 1st & 2nd tickets of two-ticket item

ticket number per item

COMBINED TICKET
printed after closing

ticket header 2 (printed if programmed)

For example,

1) After a customer orders at a table, the clerk enters the order into ECR.

2) The clerk brings the item tickets for food to the kitchen and the combined ticket for drink to the bar.

3) When the orders are prepared, the cook puts the 1st ticket in the "completed order box" and the 2nd ticket with the dish. Then the clerk carries them with the tickets to the customer's table. The tickets are used for the clerk's confirmation, for internal management, etc.

POST-RECIEPT

```
      [5-LINE LOGO]

     JUL07/1999
<......1>  *...3*
Served by
CLERK NAME 00001
BEER              2.50
WINE              3.00
SALAD             5.00
STEAK            10.00
CASH            20.50
QUANTITY             4
#001-000001      16:10R
   CLERK NAME 00001
```

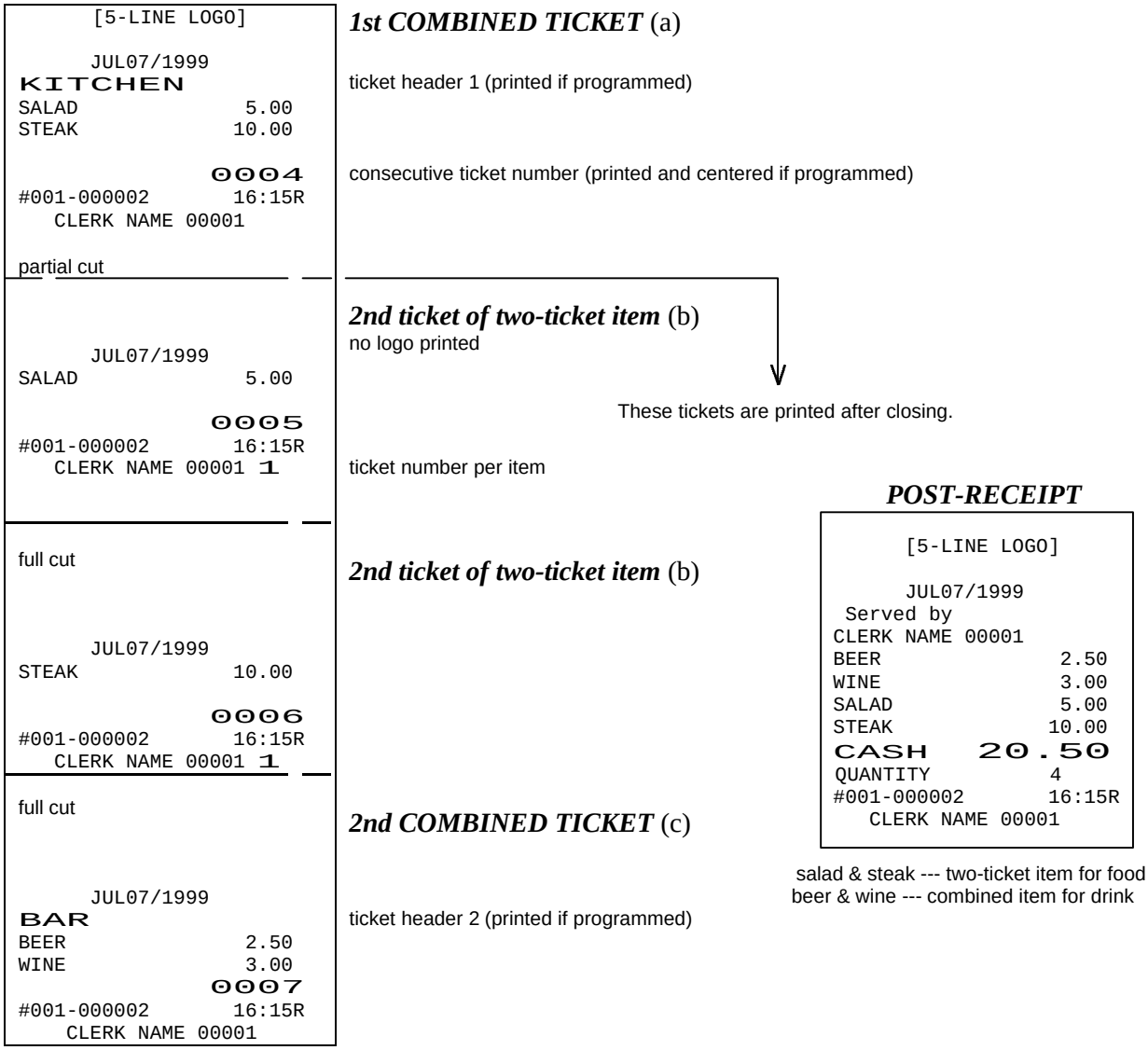
salad & steak --- two-ticket item for food
beer & wine --- combined item for drink

Consecutive #s are not printed on the tickets under clerk interrupt system.

b) After Closing Ticket Sample

All ticket items are printed on the first combined ticket in real-time (a), then the remaining number of tickets (b) and original combined ticket items are printed on the second combined ticket (c).

Manual track number method is used with this sample.



Consecutive #s are not printed on the tickets under clerk interrupt system.

For example,

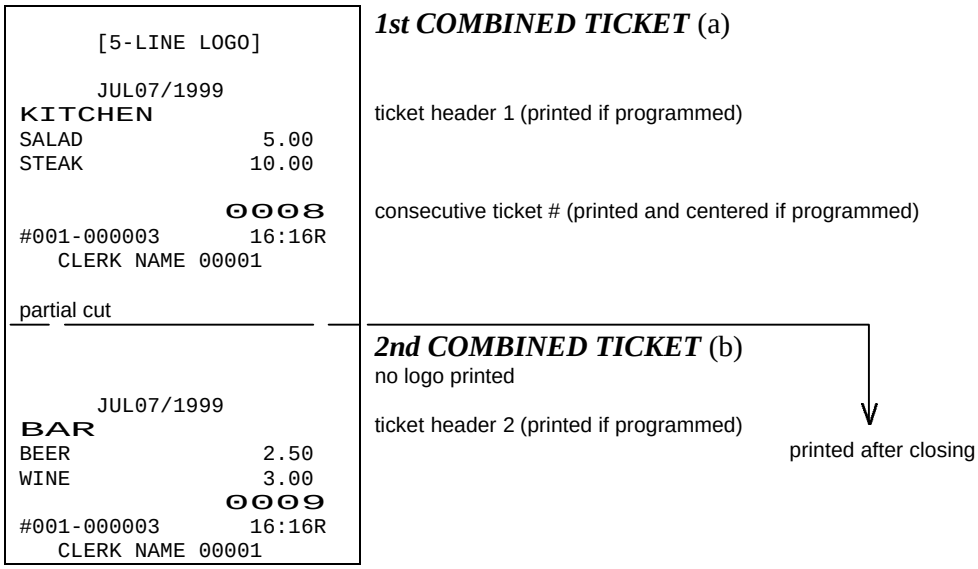
1) The clerk brings the 1st combined ticket and 2nd item tickets for food to the kitchen and the 2nd combined ticket for drinks to the bar.

2) When the orders are prepared, the cook puts the 2nd ticket with the dish and crosses the item out on the 1st combined ticket. Then the clerk carries the dish with the ticket to the customer's table.

3) When all dishes are prepared, the 1st combined ticket goes into the "completed order box".

c) Mixed Ticket Sample (two kinds of combined ticket)

The number of tickets programmed for ticket item is disregarded and ticket items are printed on the first combined ticket (a). Original combined ticket items are printed on the second combined ticket (b) after transaction closing.



Consecutive #s are not printed on the tickets under clerk interrupt system.

POST-RECIEPT

```
      [5-LINE LOGO]

      JUL07/1999
Served by
CLERK NAME 00001
BEER                2.50
WINE                3.00
SALAD               5.00
STEAK              10.00
CASH     20.50
QUANTITY           4
#001-000003        16:16R
   CLERK NAME 00001
```

salad & steak --- two-ticket item for food (Two-ticket item settings are disregarded.)
beer & wine --- combined item for drink

d) Multiple Ticket Sample

A multiple ticket is issued by entering the number of tickets and pressing **X1** key. This function is operational only for ticket PLU when **real-time ticket issue** was selected. The number of tickets programmed will be disregarded.

enter number of tickets --- **X1** --- enter ticket PLU

```
      [5-LINE LOGO]

      JUL07/1999

ADMISSION          5.00

                 0010
#001-000004       16:17R
   CLERK NAME 00001

partial cut
```

consecutive ticket # (printed and centered if programmed)

```
      [5-LINE LOGO]

      JUL07/1999

ADMISSION          5.00

                 0011
#001-000004       16:17R
   CLERK NAME 00001

partial cut
```

```
      [5-LINE LOGO]

      JUL07/1999

ADMISSION          5.00

                 0012
#001-000004       16:17R
   CLERK NAME 00001
```

Consecutive #s are not printed on the tickets under clerk interrupt system.

POST-RECEIPT

```
      [5-LINE LOGO]

      JUL07/1999
Served by
CLERK NAME 00001
3 X 5.00
ADMISSION         15.00
CASH     15.00
QUANTITY          3
#001-000004       16:17R
   CLERK NAME 00001
```

e) Other Notes for Ticket

TICKET OFF key

If **TICKET OFF** key is pressed at the beginning of a transaction, the next registered ticket items will become a normal registration for one transaction.

PLU with Link PLU

Link PLU is printed on the same ticket of the main PLU. The ticket setting for the link PLU belongs to the main PLU.

Simple Condiment PLU

The ticket setting for the Simple Condiment PLU is independent from the main PLU setting. It is not printed on the same ticket of the main PLU.

Track System

The track number and table number (if required) should be entered at the beginning of a transaction to print them on the ticket. (The table number input is not possible for the manual track number method under non-clerk interrupt system. It is possible if the clerk interrupt system is used.)

Ticket Printed on Kitchen Printer --- this function is independent from the ticket system.

Separately from ticket printing on the receipt, if "ticket printed on KP" is programmed, tickets are printed on KP having a header of the kitchen printer. If the ticket system is also programmed, tickets are printed on KP and receipt. By programming you can control whether or not to print certain ticket items on KP/receipt printer.

Notes.

- Normal KP function is **not** available.
- Tickets on KP do not have ticket headers, consecutive ticket number and ticket number per item.
- Paper cutting method is fixed to either partial cut or full cut by printer setting. (TP-422 only)
- Simple Condiment PLU is printed in red (in slim characters when mono-ribbon is used) with main PLU while it is printed separately from main PLU on the ticket printed on the receipt.
- Link PLU is printed with a link PLU symbol with a main PLU, like on the receipt.
- Multiple ticket entry by **X1** key is not available.

Automatic Post-Receipt

1. When "the automatic post-receipt **permitted** after ticket issue" has been programmed, the post-receipt is issued automatically after ticket issue. By programming you can control separately post-receipt issue also for ticket items in a track.
   If **RECEIPT OFF** key is pressed, the post-receipt is not issued automatically on a receipt or a slip until **BUFFER PRINT** key is pressed. However, if the "automatic slip print" has been selected and a paper is inserted, the post-receipt is issued automatically on a slip.

2. When "the automatic post-receipt **prohibited** after ticket issue" has been programmed, the post-receipt is **not** issued on a receipt.
   If **RECEIPT OFF** key is pressed, the post-receipt can be issued by **BUFFER PRINT** key on a receipt or a slip. However, if the "automatic slip print" has been selected and a paper is inserted, the post-receipt is issued automatically on a slip.

34. Customer File

1024 customer files make records of telephone number or VAT number, name and address. These information are printed on receipt for delivery service market, etc. In order to use this function, an optional RAM board is required.

Customer File Data Structure

PHONE # or VAT #	max.15 characters
CUSTOMER NAME	max.24 characters
ADDRESS 1	max.24 characters
ADDRESS 2	max.24 characters
ADDRESS 3	max.24 characters
LAST ACCESS DATE	mmddyyyy or ddmmyyyy

Contents of This Section

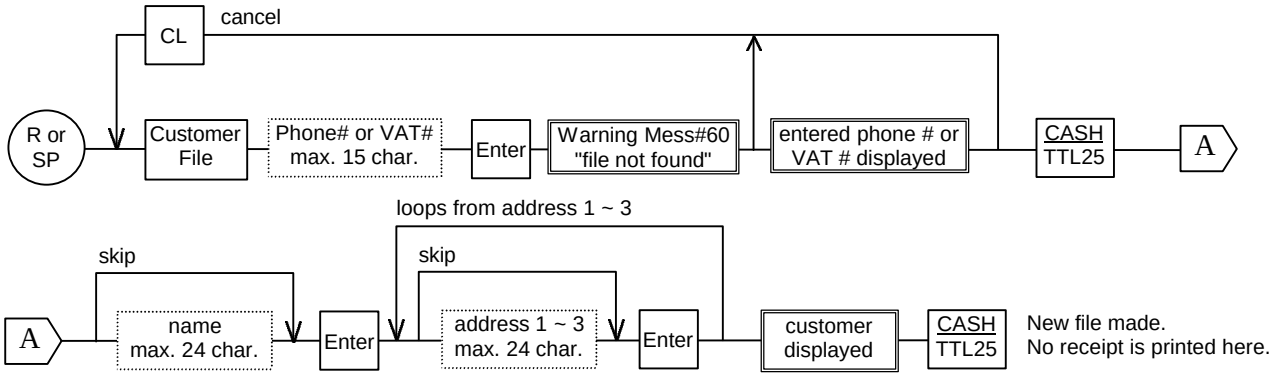
a) New Customer File Making in R or SP Position

b) Customer File Editing in SP Position

c) Customer File Deleting in SP Position

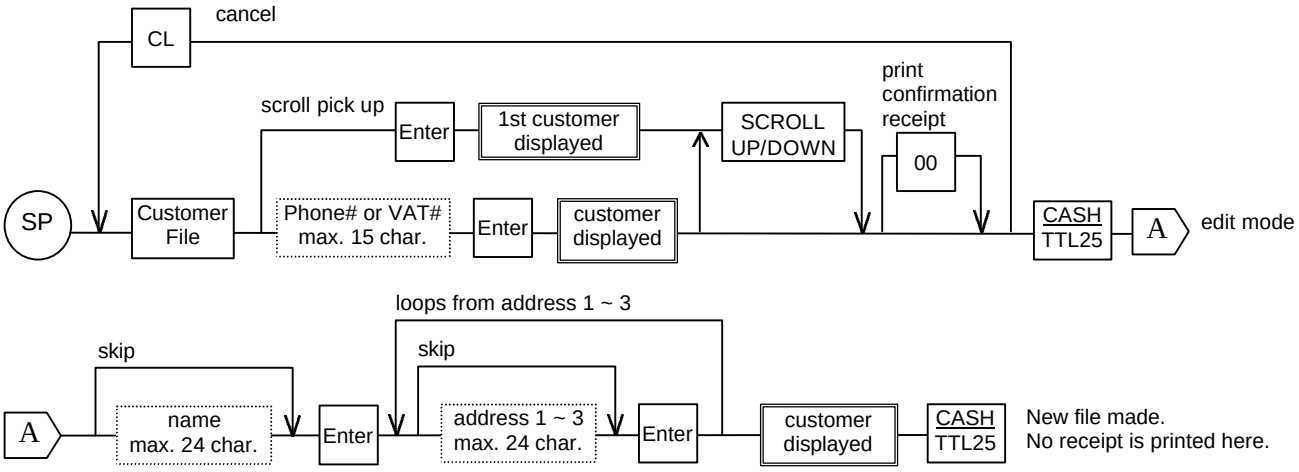
d) Customer File Pick-Up Sequence
   - < Customer File Pick-Up Before Registration >
   - < Customer File Pick-Up During Registration >
   - < Picked Up Customer File Cancellation in R Position >
   - < Customer File Pick-Up Methods >

a) New Customer File Making in R or SP Position



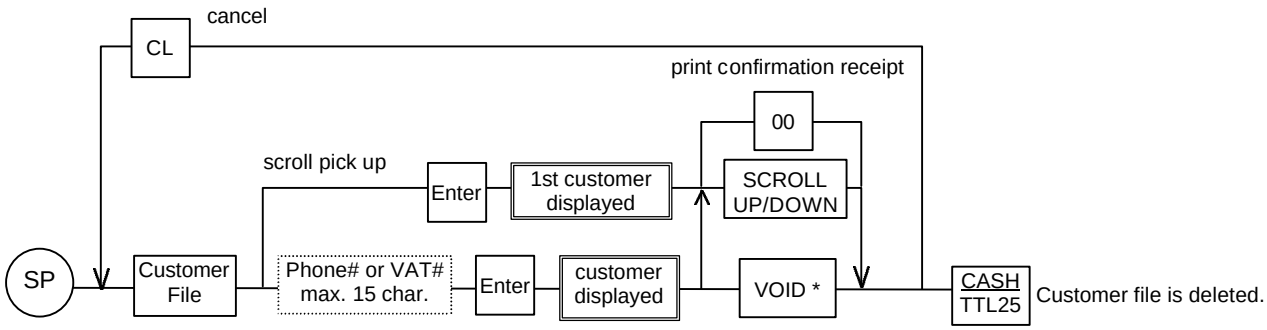
Note: Programmed customer files are printed on customer file report #74. Refer to page 90.

b) Customer File Editing in SP Position



Note: Programmed phone number / VAT number will not be corrected. Delete the number by the sequence below and renew it.

c) Customer File Deleting in SP Position

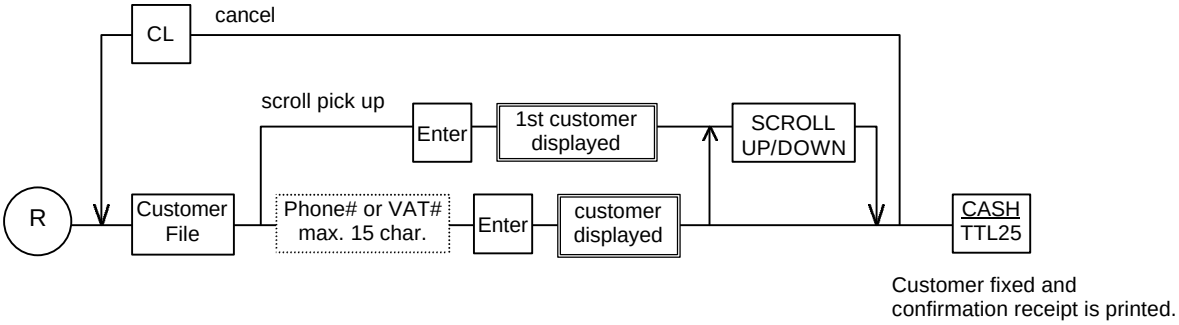


* VD/RF lamp is lit up when customer file is selected for deletion by the **VOID** key.
When the **VOID** key is pressed again, the deletion is cancelled.

d) Customer File Pick-Up Sequence

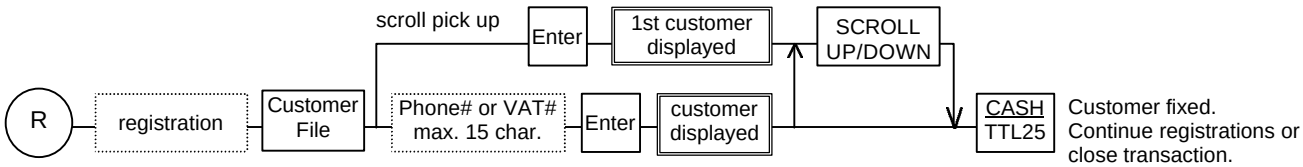
< Customer File Pick-Up Before Registration >

When customer file is picked up before registration, a customer confirmation is printed. Customer file can be picked up by entering the programmed phone number or VAT number. Scroll pick up is possible also in the scroll display mode by using **SCROLL UP/DOWN** keys.



KEY ENTRY	DISPLAY	CONFIRMATION RECEIPT	
CUSTOMER FILE	_	Uniwell Corporation	name (centered)
81663537021	. 0	5-25 3-chome Tenma	address 1
ENTER	Uniwell Corporat	Kita-ku Osaka	address 2
CASH/TTL 25	. 0	JAPAN	address 3
		81-6-6353-7021	phone # or VAT #
		#001-000001 11:47R	
		CLERK NAME 00001	

< Customer File Pick-Up During Registration >



There are two formats of customer confirmation receipt with normal receipt by programming when customer file is picked up **during** registrations. Also current total amount is printed on customer confirmation by programming. When customer file is picked up before registrations, the customer confirmation receipt only is printed.

KEY ENTRY	**DISPLAY**
(registrations)	
CUSTOMER FILE	_
81663537021	. 0
ENTER	Uniwell Corporat
CASH	. 0
CASH	

Receipt with customer confirmation (type-2)

```
       MAR03/1999

PLU NAME 0001      1.00
PLU NAME 0002      2.00
CASH           3.00

------------------------

AMONT          3.00

  Uniwell Corporation
5-25 3-chome Tenma
Kita-ku Osaka
JAPAN
81-6-6353-7021

------------------------
#001-000001       11:47R
    CLERK NAME 00001
```

customer confirmation

Receipt and customer confirmation separately (type-1)

```
       MAR03/1999

PLU NAME 0001      1.00
PLU NAME 0002      2.00
CASH           3.00
#001-000001       11:47R
    CLERK NAME 00001
```

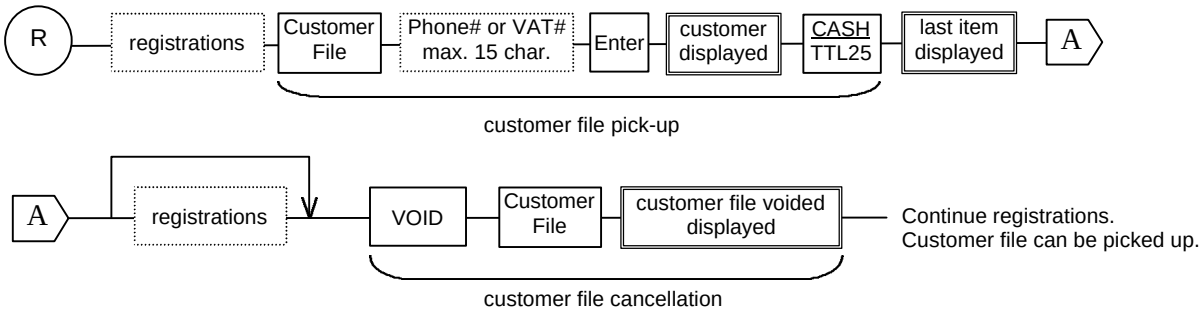
```
       MAR03/1999

AMONT          3.00

  Uniwell Corporation
5-25 3-chome Tenma
Kita-ku Osaka
JAPAN
81-6-6353-7021

#001-000001       11:47R
    CLERK NAME 00001
```

automatic cut by programming (full/partial cut can be selected)

current total amount printed if programmed
name (centered)
address 1
address 2
address 3
phone # or VAT #

< Picked Up Customer File Cancellation in R Position >

Customer file cancellation can be done when the customer file is picked up **during** registrations.



< Customer File Pick-Up Methods >

Programmed Phone # 81-6-6353-7021 Programmed VAT # PH-237.69.98	You can pick up by entering the numbers below;
A) You can enter the numbers as they were programmed.	81-6-6353-7021
	PH-237.69.98
B) You can omit letters except alphanumeric.	81663537021
	PH2376998
C) If the phone #/VAT # entered includes letters other than alphanumeric and there are no required file corresponding to, it automatically searches for the file corresponding to the phone #/VAT # by only alphanumeric letters. If there is simply no file corresponding to the phone #/VAT #, it will be registered as a NEW FILE. This prevents files of two identical numbers from existing.	81-66353-7021
	PH-2376.9.98

< Note for Customer File Assignment to Tracks >

Once a customer file is assigned to a track, the customer information is always printed on subtotal and check-out bills.

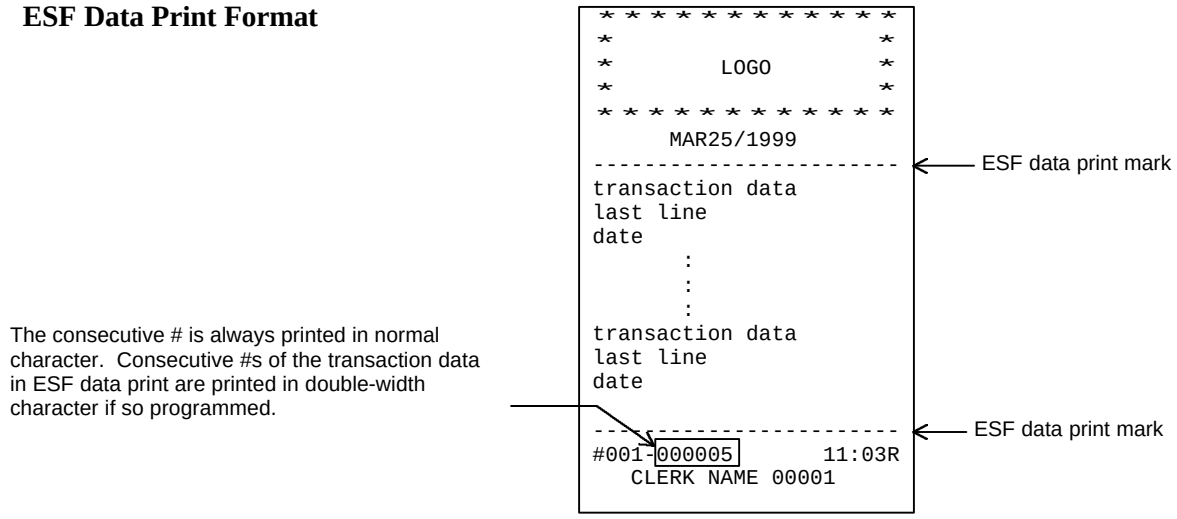
35. ESF Data Print

All registrations performed in the **R position** only are recorded in the ESF memory on the optional RAM board if "ESF function available" has been programmed. The recorded data can be printed in the R position or the X position by **ESF PRINT** key on receipt by entering the print numbers below;

PRINT #	ESF data print contents
no number	last 5 transactions
1	last "n" transactions (n = 1 ~ 99)
2	transactions selected by "zone" (date, time, date & time)
3	transactions selected by "consecutive receipt numbers"
4	transactions of "minus operations" (transactions include minus amount or minus PLU quantity are printed)
5	transactions of "void & refund" including scroll void, transaction void
6	transactions of "correction"
10	transactions selected by "clerk"
99	all ESF data **(X position only)**

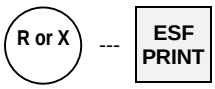
Before printing ESF data, you can check how many records in the ESF memory have been used by taking **X-79** ESF status report. One record is printed approximately in one line. Please be sure that you are not taking **Z-79** report that will erase the ESF memory contents. If programmed, Z-79 ESF status report is printed with all ESF data.

ESF Data Print Format


* * * * * * * * * * * * *
*
*
LOGO
*
*
* * * * * * * * * * * * *
MAR25/1999
ESF data print mark
transaction data
last line
date
transaction data
last line
date
ESF data print mark
#001-000005 11:03R
CLERK NAME 00001
The consecutive # is always printed in normal character. Consecutive #s of the transaction data in ESF data print are printed in double-width character if so programmed.

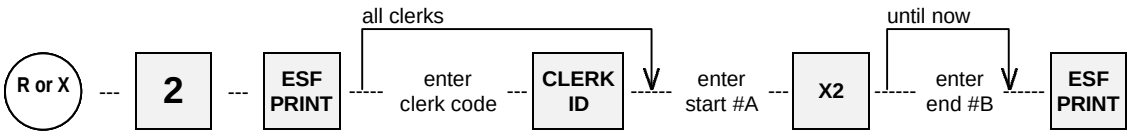
ESF Data Print Sequences

Last 5 transactions (no PRINT #)



PRINT #1: Last "n" transactions

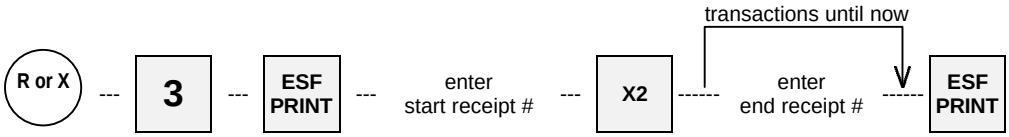
PRINT #2: Transactions selected by "zone" (date, time, date & time)



< start #A > enter “date” or “date & time” or “time only (for today’s transactions)”
< end #B > enter “date” or “date & time” or “time only (for transactions between start date (& time) and the today’s)

Format of Date & Time
Check date printed on a receipt for the date format.
date --- mmddyyyy or ddmmyyyy
date & time --- mmddyyyyhhmm or ddmmyyyyhhmm
time --- hhmm

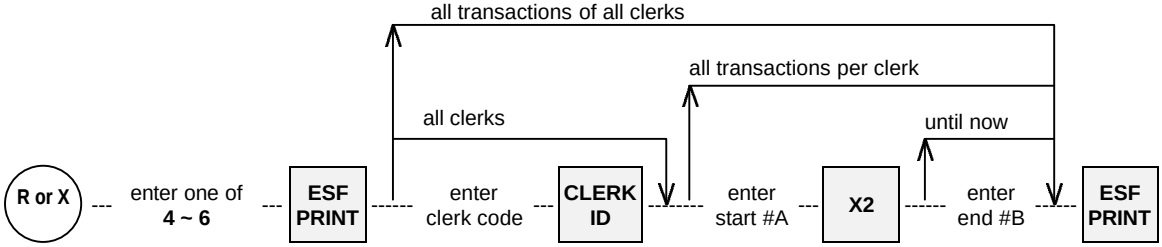
PRINT #3: Transactions selected by "consecutive receipt numbers"



PRINT #4: Transactions of "minus operations"

PRINT #5: Transactions of "void & refund"

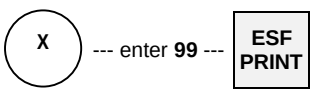
PRINT #6: Transactions of "correction"



See above PRINT #2 for "start #A", "end #B", date and time formats.

PRINT #10: Transactions selected by "clerk"

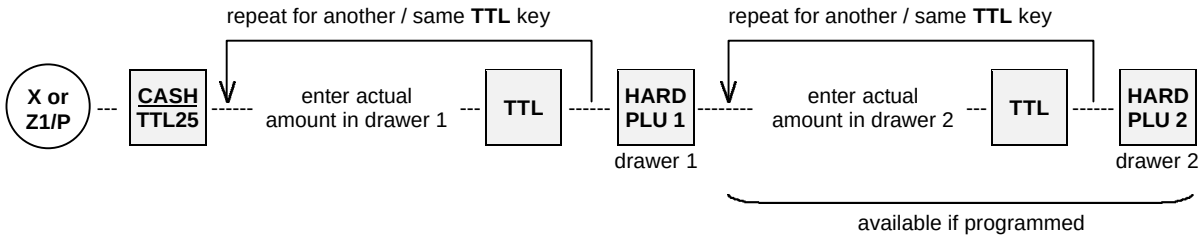
PRINT #99: All transactions (X position only)



36. Cash Declaration

At the end of the day, confirm the cash amount in drawer(s) by using 'cash declaration'.

A cash declaration receipt showing any discrepancies between the amount of cash supposed to be in the drawer and the actual amount in the drawer is issued.



When the cash declaration is done at the Z1/P position, the CID amount is not reset.

Cash Declaration

KEY ENTRY	DISPLAY	RECEIPT	
CASH/TTL 25	CID . 0		
3000 CASH	CASH 30.00		
H.PLU 1	CID 30.00		
2225 CASH	CASH 22.25		
H.PLU 2	CID 2 24.00		

```
CASH          30.00
TOTAL         30.00
CID           30.00
               0.00
             ------
CASH          22.25
TOTAL         22.25
CID 2         24.00
               1.75⊖
```

actual amount in drawer 1

amount in CID 1 memory
difference

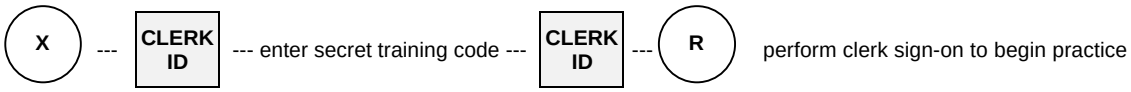
Note: Media multiplication is available for preset tender media keys.

III. TRAINING

Training mode is used for teaching ECR operations without affecting the memories of normal transactions, tracks and programming. In the training mode, reports can not be issued and ECRs can not initiate communication with other machines. However, except during a transaction, the memory of an ECR in the training mode can still be accessed by other ECRs in the IRC system.

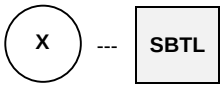
Entering the training mode

The training message is displayed once and the REG lamp flashes continuously during the training. Entering the training mode automatically signs off the currently signed-on clerk.



Exiting the training mode

Exiting the training mode automatically signs off the currently signed-on clerk.



Training operation

KEY ENTRY
(clerk sign-on)

STEAK
BEER
CASH

BUFFER PRINT 1

RECEIPT

```
******  TRAINING  ******
STEAK             15.00
BEER               2.50
CASH     17.50
QUANTITY          2
******  TRAINING  ******
#001-000500       13:13R
   CLERK NAME 00001
```

SLIP

```
*****      TRAINING      ****
  Served by   CLERK NAME 00001

STEAK                          15.00
BEER                            2.50
CASH                       17.50
                    QUANTITY       2
*****      TRAINING      ****
17OCT/1999#001-000500 13:13R  CLERK NAME 00001
```

Notes for the training mode

- A programmable training message is printed on the journal, receipts, validations and slips.
- The consecutive number does not change.
- The training mode has its own track memory separate from the regular track memory. The memory is erased when exiting the training mode.
- Training count, amount and training grand total (GX) are printed on the transaction reports (01 ~ 04). Training grand total, GX, is printed after Grand totals G1 and G2. GX includes the amounts of all transactions done in the training mode and is not resettable.

IV. PRINT CONTENTS

1. Journal Print Contents

By programming either normal or selective journal contents can be printed.

Normal Journal Contents	Selective Journal Contents
printed exactly the same way as receipt contents, except for the logo	only the tax line and media closing lines are printed

If programmed, the upper/lower logo, messages for power-off/-on times, initial reset times and cleared figures with * symbols are also printed on the journal.

2. Receipt / Slip Print Contents

Besides the transaction items, the following items are printed on receipt and slip if programmed. Although the contents are same, the format varies for the slip;

- 5-line receipt upper logo, 5-line slip upper logo
- date (English month name: mmdd/yyyy or ddmm/yyyy, Numeric month name: mm/dd/yyyy or dd/mm/yyyy)
- message (if entered)
- PLU descriptor, PLU price
- PLU supplementary message (printed above a PLU descriptor)
- cooking message (printed under a PLU descriptor, not printed on slip)
- PLU code
- PLU link group-A descriptor
- amount due (printed in normal or double-width character)
- tax data
- item quantity
- number of people (if entered)
- last line: machine #, consecutive receipt # (normal/double-width character on receipt, normal character on slip), time, control mode and clerk name
- 5-line receipt lower logo, 5-line slip lower logo

3. Post-Receipt

When ECR is in the receipt-off condition but it is **not** programmed for use with a slip printer, the last transaction's data can be printed by pressing **BUFFER PRINT** key after closing the transaction. If ECR is programmed for use with a slip printer, the post-receipt is printed on the slip.

In addition to Post-Receipt, Second Receipt is printed by **BUFFER PRINT** key if permitted by programming and when ECR is **not** programmed for use with a slip printer.

PROGRAMMED AS	RECEIPT-ON	RECEIPT-OFF
Second Receipt permitted	one receipt + one second receipt by **BP** key *	1st post-receipt by **BP** key 2nd post-receipt by **BP** key *
Second Receipt prohibited	one receipt + no second receipt	one post-receipt by **BP** key

* Second receipt message is printed below the date if programmed.

V. REPORTS

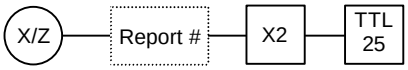
REPORT SEQUENCE

Set the control key to **X, Z1 or Z2 position** and use the report sequence below;

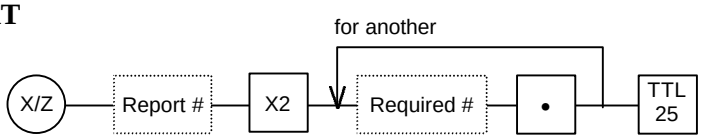
- 1st level for daily report : X (read only) position or Z1 (reset) position
- 2nd level for periodic report : X (read only) position or Z2 (reset) position

For Z report issue and report format, there are some programming restrictions.

FULL REPORT



INDIVIDUAL REPORT



Scanner can be used for entering the required # for PLU reports.
Enter the sequential clerk number (not secret clerk code) for clerk reports.
Function program dump: Enter the required # shown on the table (page 92).

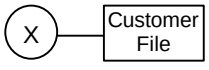
SEQUENTIAL REPORT

When issuing a PLU report, enter PLU codes for the start and end numbers. Scanner can be used also.

SEQUENTIAL CUSTOMER FILE REPORT (X/Z-74)

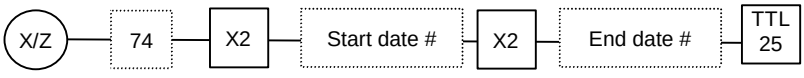
It is printed "order of customer file programmed" or "descending order of last access date" when customer file is sorted. After the customer file is sorted, the order will not be returned.
Note: Z report issue erases the customer files.

Customer File Sort



Display `C.FILE SORT 100%` `0007` Sort completed total number of customer files

Sequential Report Sequence



Format of Date
Check date printed on a receipt for the date format.
mmddyyyy or ddmmyyyy

TRANSACTION REPORT	REPORT #		REPORT SEQUENCE		
	1st level (X / Z1)	2nd level (X / Z2)	Full	Individual	Sequential
Auto Full Transaction	1	2	o		
Full Transaction (**X position** only)	3	4	o		
Hourly	5	6	o		
Grand Total 1	---	7	o		
Cash In Drawer	8	---	o		
Clerk	10	11	o	o	
Specified 20 PLU/Group-A Sales per Clerk	---	12	o	o	
Specified 1000 PLU Sales per Clerk	---	13	o	o	
Time & Attendance	19	---	o	o	
Main Group-A	20	21	o		
Group-A per Main Group-A	22	23	o	o	
Group-A	25	26	o	o	
Group-A Stock	---	27	o		
Group-B	30	31	o	o	
PLU	40	41	o	o	o
PLU Stock	---	42	o	o	o
Non-Active PLU (**X position** only)	43	44	o		
Menu 1 PLU (**X position** only)	50	51	o		
Menu 2 PLU (**X position** only)	52	53	o		
Menu 3 PLU (**X position** only)	54	55	o		
Group-A PLU	56	57	o	o	
Group-B PLU	58	59	o	o	
Item Track Total (**X position** only)	60	---	o	o	o
Item Track (Z report printed if programmed)	62	---	o	o	
Clerk Item Track (**X position** only)	64	---	o	o	
Amount Track Total (**X position** only)	65	---	o	o	o
Amount Track (Z report printed if programmed)	66	---	o	o	
Clerk Balance	70	---	o	o	
Customer File (files are erased by Z report)	74	---	o		o
Customer Bill	78	---	o		o
ESF Status (See note below.)	79	---	o		

Note: ESF status report issued only when ESF function is selected. If programmed, the ESF data is printed with the ESF status also.

Set the control key to **X position** for all program dumps except for the clerk dump.

PROGRAM DUMP	REPORT #	REPORT SEQUENCE		
		Full	Individual	Sequential
Full Program	80	o		
Main Group-A	81	o		
Group-A	82	o		
Group-B	83	o		
Key Layout	84	o		
Function (refer to next page for individual report)	85	o	o	
Key & Symbol Name	86	o		
Tax	87	o		
PLU	88	o		o
Clerk (**Z2 position**)	89	o		
Menu Layout	90	o		
Hard Clerk Key	94	o		
Clerk PLU / Group-A Assignment	95	o		
Communication Setting	99	o		

Required # for Individual Function Program Dump (X-85)

#	Report Contents
1	system function flag
2	media currency symbol, media name, foreign currency exchange rate, media function flag, preset tender key amount
3	number of programmed PLUs, PLU modifier value
4	terminal address
5	slip printer ID number
10	clerk name
20	% rate
21	discount amount
22	plus amount
23	adjustment rate
24	cheque-cashing/currency exchange rate, Euro currency exchange rate
25	PLU sales commission rate
26	PLU stock rate, stock unit name
40	arrangement key sequence
41	cheque printing data

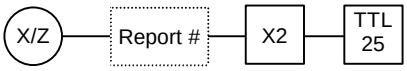
IRC REPORTS

(Collecting Transaction Data from Slaves)

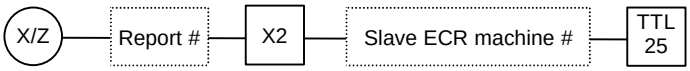
There are two kinds of IRC reports issued by the master ECR;
One is a ***consolidated report*** for all ECR's sales data and
the other is an ***individual report***, by designating the slave ECR by using the sequence below;

Set the control key to **X, Z1 or Z2 position**.
- 1st level for daily report : X (read only) position or Z1 (reset) position
- 2nd level for periodic report : X (read only) position or Z2 (reset) position

CONSOLIDATED (ALL ECRs) REPORT



INDIVIDUAL (PER ECR) REPORT



The master ECR can collect the slave ECR's sales data only when the slave ECR is in an idle condition (no other communication, no transaction). When the slave ECR is transmitting sales data to the master, the display shows "**`-> IRC COMM --`**" and ECR locks until IRC communication stops.

The following IRC reports are printed on the master and slave ECRs respectively.
'IRC Z report printed or not printed' can be programmed also.

		Master prints	Slave prints
Consolidated X-report		a consolidated report	a confirmation report on journal only
Individual X-report		a designated slave's report	a confirmation report on journal only
Consolidated Z-report	printed	own report and a consolidated report with IRC status	own report
	not printed	own confirmation report and a consolidated report with IRC status	a confirmation report on journal only
Individual Z-report	printed	a designated slave's report with IRC status	own report
	not printed	a designated slave's report with IRC status	a confirmation report on journal only

IRC REPORT	REPORT #		REPORT SEQUENCE		
	1st level (X / Z1)	2nd level (X / Z2)	All ECRs consolidated	Per ECR individual	
Auto Full Transaction	8801	8802	o	o	
Hourly	8805	8806	o	o	
Grand Total 1	---	8807	o	o	
Cash In Drawer	8808	---	o	o	
Clerk	8810	8811	o	o	
Specified 20 PLU/Group-A Sales per Clerk	---	8812	o	o	
Main Group-A	8820	8821	o	o	
Group-A	8825	8826	o	o	
Group-A Stock	---	8827	o	o	Note 1
Group-B	8830	8831	o	o	
PLU	8840	8841	o	o	
PLU Stock	---	8842	o	o	Note 1
Item Track	8862	---	*	o	
Clerk Item Track (**X position** only)	8864	---	*	o	
Amount Track	8866	---	*	o	
Clerk Balance	8870	---	*	o	
ESF Status	8879	---	*	o	Note 2

***** The consolidated reports are not available for these reports. However, if PC communication module Tensai2000 is used as an IRC master, you can take individual report from all ECRs at one time. In order to have the consolidated report data, add the individual report data together on PC.

In addition to all of above reports, you can take **Time & Attendance (8819)** and **Specified 1000 PLU Sales per Clerk (8813)** reports by Tensai2000.

Note 1: **Consolidated Z report:** the stock of slave ECRs is added to master ECR's stock memory and cleared to zero.
Individual Z report: the stock of designated slave ECR is **not added** to master ECR's stock memory but it is cleared.
Both reports do not clear the master ECR's stock memory. Issue Z-27/42 reports on the master to clear.

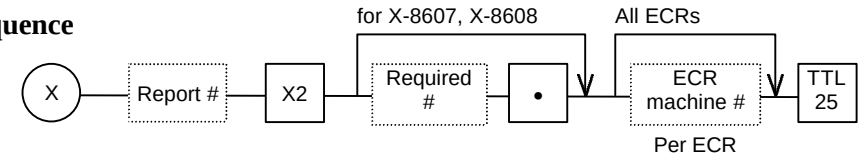
Note 2: To issue ESF report 8879, "ESF function available" should be set on both of master and slave ECRs. When this individual report is taken, the slave's ESF data is always transmitted to the master.
X-8879: the master prints ESF status but the slave IRC status only.
Z-8879: the master always prints ESF status only. The slave prints ESF status and if so programmed, the ESF data is printed with ESF status on the slave.

FLASH IRC REPORTS

Flash **read-only** reports as shown below can be issued at any time on the master ECR by using the following sequences in the **X** key position only. The flash report will not disturb the slave ECR even when the slave ECR is in transaction, report issuing or programming sequence.

Flash report is printed on the master ECR with the IRC status. No message will be displayed and X-report will not be counted up for a flash report on a slave ECR. If the flash report can not be taken from a slave ECR, the IRC status "slave ECR's machine number and NG" are printed on the master ECR.

Report Sequence



	FLASH IRC REPORT #		REQUIRED #
Transaction	8601 (1st level)	8602 (2nd level)	See Table below.
Hourly	8605 (1st level)	8606 (2nd level)	one of time zone 0 ~ 23
Grand Total 1	8607		no number required
Cash In Drawer	8608		no number required
Clerk	8610 (1st level)	8611 (2nd level)	one of clerk sequential #1 ~ 64
Main Group-A	8620 (1st level)	8621 (2nd level)	one of main group-A #1 ~ 10
Group-A	8625 (1st level)	8626 (2nd level)	one of group-A #1 ~ 98
Group-A Stock	8627		one of group-A #1 ~ 98
Group-B	8630 (1st level)	8631 (2nd level)	one of group-B #1 ~ 25
PLU	8640 (1st level)	8641 (2nd level)	one of PLU code
PLU Stock	8642		one of PLU code
Clerk Item Track	8664		one of clerk sequential #1 ~ 64

Required #s and Contents for X-8601/8602			
1	media amount, count in sales	13	new balance amount, count of Item Track charge amount, count of Amount Track (option)
2	media amount, count in drawer & rounding error	14	amount, count of cheque-cashing, currency exchange
3	taxable sales & tax amounts	15	training amount, count
4	%1 ~ %3 amount, count	17	no sale count
5	(-) discount amount, count	18	number of people
6	(+) plus amount, count	20	transaction count
7	adjustment amount, count	21	tip amount
8	P/O amount, count	27	positive previous balance amounts, counts for Item Track and Amount Track (option)
9	R/A amount, count	28	negative previous balance amounts, counts for Item Track and Amount Track (option)
10	void amount, count	29	net charges for Item Track and Amount Track (option)
11	refund amount, count		
12	transaction void amount, count		

Note for X-8610 Clerk : This is printed with X-8664 Clerk Item Track flash IRC report if programmed.

Note for X-8664 Clerk Item Track
Number of tracks per ECR printed on this report is limited to **15** when the clerk interrupt system and/or Automatic Track # Method is used, or **17** when non-clerk interrupt system and Manual Track # Method are used. (Area for two tracks are occupied by table #.) If a clerk has more than 15/17 tracks, "ECR machine # --->" mark is printed on the report. However, always up to 17 tracks can be printed by the master ECR.

TRANSACTION REPORT SAMPLES

AUTO FULL TRANSACTION (01, 02)

Consists of two separate reports, Group-A (25, 26) and Full Transaction (03, 04). Refer to each report for details. Depending on programming, issuing Z-01 or Z-02 report will reset the following data on each report to zero where the data appears;

- Cash in drawer
- Consecutive receipt/ticket number
- X report count
- Grand total 1

```
X-01

      Group-A report

-----------------------

 Full transaction report
```

FULL TRANSACTION (03, 04)

```
X-03

SALES TTL
   1    F.C. MEDIA
                 0.95
  10    CASH
               140.03
TOTAL
               157.53
AVRG            52.51
DRAWER TTL
   1    CHEQUE
               17.50
   1    F.C. MEDIA
  10.5425  *     0.95
                 €9
   1    EURO
   0.15128 *    13.15
                 1.99
  10    CASH
               140.03
TOTAL
               170.68
         <       0.05⊖>
A
TXSL1           55.62
TXSL2           18.75
TOTAL
               74.37
TAX 1           1.11
TAX 2           0.75
TOTAL
               1.86
V
TXSL3           17.48
TOTAL
               31.36
TAX 3           0.52
TOTAL
               0.64
```

Media Amount in Sales
media count
media amount

average sales per person (sales amount divided by number of persons entered)
Media Amount in Drawer

foreign currency exchange rate, calculated local currency media amount
media amount in foreign currency

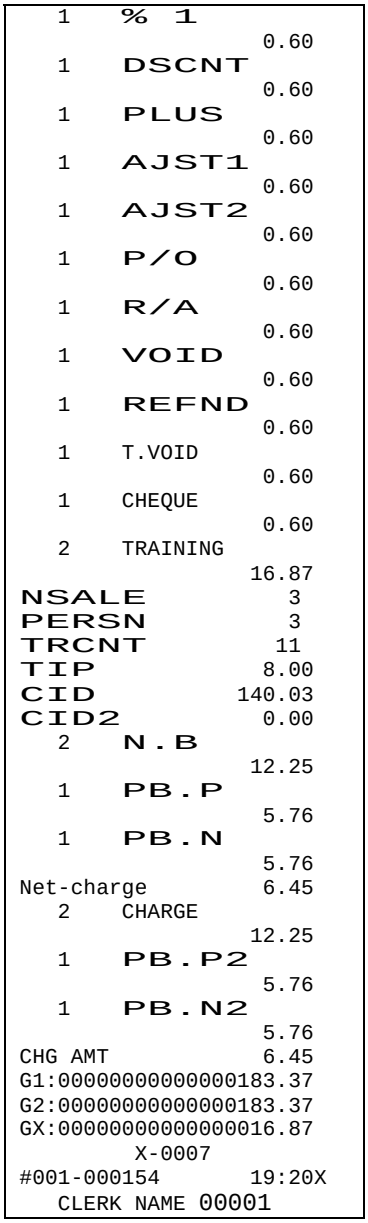
Euro currency rate, temporarily calculated amount in local currency by actual amount in Euro currency
actual amount in Euro currency (Euro currency symbol is printed if programmed.)

rounding error
Symbol A for tax calculated by add-on tax method
taxable subtotal amount

total taxable subtotal
tax amount

total tax amount
Symbol V for tax calculated by VAT method

Either accumulated or re-calculated VAT amount at report taking can be selected. (When "VAT amount re-calculated at report" is selected, VAT amount on the IRC report is calculated either by each slave ECR or by master ECR can be selected for the consolidation report.)



% count, amount

discount

plus

adjustment 1

adjustment 2

P/O

R/A

void

refund

transaction void

cheque- cashing, currency exchange

training

no sale count
number of people
transaction count
tip amount
cash amount in drawer 1
cash amount in drawer 2 (if programmed)

Item Track System

new balance (if programmed)

previous positive balance (if programmed)

previous negative balance (if programmed)
net-charge -- total amount of non-closed item tracks

Amount Track System (option)

charge (if programmed)

previous positive balance (if programmed)

previous negative balance (if programmed)
net-charge -- total amount of non-closed amount tracks
grand total 1
grand total 2
training grand total
X-report count
M/C #, consecutive #, time & mode
clerk name

Media Amount in Sales

Amount sold in each media. This amount does not include no-sale-transactions (P/O, R/A, cheque-cashing, etc.) and results of rounding.

Media Amount in Drawer

Actual amount in drawer. This amount includes no-sale-transactions (P/O, R/A, cheque-cashing, etc.) and results of rounding. When no sale transactions are done, the amounts are added to the memory, but the media count is not changed.

Differences between media amount in sales and in drawer arise when payment is made in one media and change is paid in other or as a result of rounding.

For example : Customer gives a 100.00 cheque for a 60.00 charge.
Change is 40.00 in cash.

Then media amount in sales adds 60.00 to cheque memory.
Media amount in drawer adds 100.00 to cheque memory and subtracts 40.00 from cash memory.

Foreign Currency Media / Euro Currency Media Amount in Drawer

When a foreign or Euro currency media was used, the media in drawer memory stores the foreign or Euro currency value. The printed local currency amount is temporarily calculated by memorized value. The difference between the actual sales amount and calculated local currency amount arises because of the difference when calculating back and forth with a certain currency exchange rate. This difference is printed under the total amount, in the brackets < >.

For example, when sales amount of 1.00 (decimal point is disregarded on calculation) is closed by a **F.C. MEDIA** key having a preset exchange rate of 10.5425*,

1. Foreign currency is calculated by dividing the due amount 1.00 in local currency by exchange rate 10.5425;

Local Currency to Foreign Currency :

LC / exchange rate = 100 / 10.5425 = 9.4854... = rounded to **9**
(printed on the receipt)

At the same time, the FC amount 9 is converted to LC amount 95 (9 x 10.5425) and the difference **.05** between the actual sales 1.00 and the calculated LC amount .95 is stored in the rounding error (difference) memory and will be printed in the brackets < > in the sales report.

2. The printed local currency amount **.95** in the report is calculated from the memorized foreign currency **9**;

FC x exchange rate = 9 x 10.5425 = 94.8825 = rounded to **95**

* This exchange rate is calculated by "LC / FC". The calculation method "FC / LC" is also made available depending on programming.

Tax

Printed if programmed. When using the VAT system, the taxable subtotal can be programmed to include or not to include tax. When using the add-on tax system, the taxable subtotal does not include tax. If programmed, adjustment, %, plus and discount calculations will affect each taxable subtotal.

Tip

Total amount of all clerk's tips. If programmed, tip will also be added to a media memory.

Cash in Drawer Amount

Total of the media in drawer amounts that are programmed to be added to CID.

New Balance

The amount closed by **NB** key. Includes tax and percentage calculations if tax and percentage are calculated by **NB** key on closing. This amount does not reset to zero after the temporarily closed transactions are finally closed by a media key.

Previous Balance Plus

The count and amount are the accumulation of previous positive balances that were picked up when an Item Track was opened and the amount was entered by **PB+** key.

Previous Balance Minus

The count and amount are the accumulation of previous negative balances that were picked up when an Item Track was opened and the amount was entered by **PB-** key.

Net Charge

Net charge shows the total amount of all non-closed transactions. It is calculated from the new and previous balances.

Charge (for Amount Track System) --- option

The amount closed by **CHARGE** key during Amount Track operations. This amount does not reset to zero after the Amount Track is finally closed by a media key.

Previous Charge Plus (for Amount Track System) --- option

The count and amount are the accumulation of previous positive charges that were picked up when an Amount Track was opened.

Previous Charge Minus (for Amount Track System) --- option

The count and amount are the accumulation of previous negative charges that were picked up when an Amount Track was opened.

Net Charge (for Amount Track System) --- option

Net charge shows the total amount of all non-closed Amount Tracks. It is calculated from the charge and the previous charges.

Grand Total

Grand Total 1 can be reset by issuing the Z-07 or Z-01 report.
Grand Total 2 is the accumulated grand total.
Grand Total X is the grand total of training transactions.
Neither Grand Total 2 nor Training Grand Total can be reset. If programmed, grand total is calculated as each PLU amount, % amount, plus amount, discount amount and tax amount.

Report Count

There are three kinds of report counts: X (read only), Z1 (1st level and reset) and Z2 (2nd level and reset). Each Z count will be increased only when a Z-01/Z-02 report is issued or when any Z report is issued, depending on programming.

HOURLY (05, 06)

```
X-05

   14:00
      11          50.55
   15:00
       6          15.20
   16:00
       8          22.25
TOTAL
                  88.00
```

time period
sales quantity, amount

total amount

Hourly data is recorded in one of the two ways, depending on programming;

1. **Number of registrations and net amount.**
   Each item registered -- even if it includes multiplication -- increases the count by 1. The net amount includes VAT tax, "%, amount (+)/(-) calculations on items" but does not include add-on tax amount, adjustment amount, "%, amount (+)/(-) calculations on subtotal".

2. **Number of receipts and gross amount.**
   Each time a transaction is closed by a media key, the count is increased by 1. The gross amount includes VAT tax, add-on tax, adjustment amount, "%, amount (+)/(-) calculations on both items and subtotal".

GRAND TOTAL 1 (07)

Max. 16 digits of grand total can be printed. However, "0"s are filled on the left side so as to cover up to 19 digits on the report. Grand Total 1 can be reset by issuing the Z-07 or Z-01 report.

```
X-07

G1:00000000000000183.37
```

CASH IN DRAWER (08)

Total of the media amounts in drawer is printed if media is programmed to be added to CID memory.

```
X-08

CID             140.03
CID2              0.00
```

media amounts in cash declaration sequence (even if the actual amounts per media are not entered, media amounts are printed)

If programmed, media amounts in cash declaration sequence are printed with this report.

```
X-08

TTL 1              .00
TTL 2              .00
      :
TTL24              .00
CASH            140.00
TOTAL           140.00
CID             140.03
                   .03
    ----------------
TTL 1              .00
TTL 2              .00
      :
TTL24              .00
CASH               .00
TOTAL              .00
CID2               .00
```

CID 1 amount
difference between actual amount in drawer and CID memory

CLERK (10, 11)

Contents of 1st level report (X/Z-10)
Each Clerk's Data
sequential clerk number, clerk name
transaction count, amount
AVRG:
average sales per person (sales amount divided by number of persons entered)
S1~S4:
sales commission 1 ~ 4 rate (each)
sales-type 1 ~ 4 PLU amount (each)
total amount of sales-type 1 ~ 4 PLUs
CM: total amount of commission
tip amount
void count, amount
refund count, amount
transaction void count, amount
COUNTS:
no sale count
clear count
correction count
person count
DRAWER TTL:
media in drawer count, amount
total media amount
< rounding error >
P/O count, amount
R/A count, amount
cash in drawer amount
All Clerk's Total
total transaction amount
total amount of each sales-type 1 ~ 4 PLU
total amount of sales-type 1~ 4 PLUs
void amount
refund amount
transaction void amount

Contents of 2nd level report (X/Z-11)
Each Clerk's Data
sequential clerk number, clerk name
transaction count, amount
AVRG:
average sales per person (sales amount divided by number of persons entered)
CM: total amount of commission
tip amount
person count
All Clerk's Total
total transaction amount

Note:
On the full report, some data with value of "0" will be skipped. On individual report, all data (whether "0" valued or not) is printed.

Sales-Type 1 ~ 4 PLU Amount

All PLUs are categorized by sales-type 1 ~ 4. With a four-type clerk memory, the sales amounts of type-1 ~ 4 PLUs are listed separately from each clerk's transaction amount.

The sales-type 1 ~ 4 PLU amounts include or do not include the discount, plus and % amount on item depending on programming. These amounts on subtotal and adjustment amounts are always not included in the sales-type 1 ~ 4 PLU amounts. When using the VAT system, the PLU amount can also be programmed to include tax or not include. When using the add-on tax system, the PLU amount does not include tax.

Total Amount of Commission

Commission amount is calculated by the sales-type 1 ~ 4 of each PLU by four respective commission rates. The total amount only is printed on the report.

ECR does not have 1st level memory for commission. On the 1st level report, the commission is calculated by each sales-type when the report is issued. When the Z-report of 1st level clerk is issued, the commission is accumulated in the 2nd level. On the 2nd level report, the commission is calculated from the temporary 1st level amount plus the 2nd level memory amount.

Cash In Drawer Amount

The media amounts in drawer per clerk that are programmed to be added to CID.

SPECIFIED 20 PLU/GROUP-A SALES PER CLERK (12)
SPECIFIED 1000 PLU SALES PER CLERK (13)

This report is used to check who sold the specified PLUs or group-A assigned by programming per machine.

```
X-12

C01
     CLERK NAME 00001
P--------------1#
  PLU NAME-000000001
       17         16.85
            :
```

sequential clerk number
clerk name
PLU code
PLU descriptor
sales quantity, amount

Notes:
PLUs are printed by the assigned order.
All data whether "0" valued or not is printed on the X/Z-12 report.
Some data with value of "0" will be skipped on the X/Z-13 report.

CLERK TIME & ATTENDANCE (19)

```
X-19

    1#
       CLERK NAME 00001
MAR10/1999 08:50     J01
.......... 17:40   08:50
MAR11/1999 08:51     J01
.......... 17:35   08:44
MAR12/1999 21:55     J01
MAR13/1999 05:33   07:38
MAR15/1999 08:48     J02
.......... 17:45   08:57
MAR16/1999 08:51     J01
.......... 17:38   08:47
MAR17/1999 08:45     J02
-----/---- --:--   --:--
      J01     33.98
      J02      8.95
         X-0048
#001-000300        15:03X
   CLERK NAME 00001
```

4-digit clerk code
clerk name
time-in date and time, job number
time-out time, labor hour (time-out date is not printed if it is the same day as time-in)

time-out date and time

8 hours + (57 min./60 min.) = 8.95 hours
You can calculate his payment by "8.95 x pay amount".

time-out operation is not performed yet

total labor hours per job

Note: If Z-19 report is taken, time-out date & time is automatically set, and calculated labor hour is printed with the automatic time-out symbol *****.

MAIN GROUP-A (20, 21)

This report shows ten main group-A's which are used to monitor sales of all drinks, all snacks, all daily goods, etc. Each main group-A consists of linked group-A's.

```
X-20

  17      MAIN GP-01
                16.85
         32.692%
            :
TOTAL
                119.15
```

main group-A quantity, descriptor
main group-A amount
sales % (printed if programmed)

total amount

Main Group-A Quantity

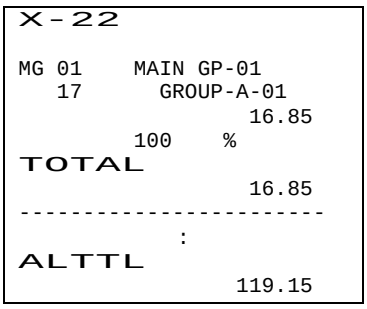
The quantity is calculated by either the actual quantity or the number of registrations, depending on programming.

Sales %

Depending on programming, each group's % of total sales is calculated by either quantity of items sold or sales amount. A positive sales % is calculated from the total positive sales, and a negative sales % is calculated from the total negative sales.

GROUP-A PER MAIN GROUP-A (22, 23)

This report shows the linked group-A's per main group-A.



Each Main Group-A
main group-A number, descriptor
linked group-A quantity, descriptor
linked group-A amount
sales % per main group-A (printed if programmed)

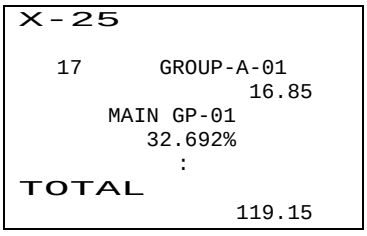
total amount per main group-A

All Main Group-A's Total
total amount

Linked Group-A Quantity

The quantity is calculated by either the actual quantity or the number of registrations, depending on programming.

GROUP-A (25, 26) / GROUP-B (30, 31)



Each Group
group quantity, descriptor
group amount
link main group-A descriptor (only for group-A)
sales % (printed if programmed)

All Group's Total
total amount

Group-A or B Quantity

The quantity is calculated by either the actual quantity or the number of registrations, depending on programming. Only for the group-A quantity, it is calculated by either item quantity or calculated quantity by using a stock rate.

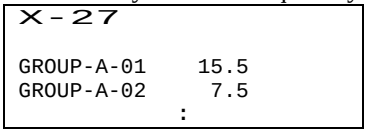
Group-A or B Amount

Group-A/B amount is calculated as;

total PLU amount linked to each group-A/B
%, (+), (-) amount on item (if programmed)
+) VAT tax amount

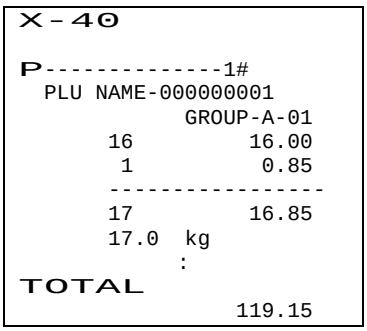
GROUP-A STOCK (27)

This report shows the total stock of PLUs linked to group-A. Depending on programming, the stock is calculated by either item quantity or calculated quantity by using stock rate.



group-A descriptor, total stock of PLUs linked to group-A
(even if the stock is calculated by a stock rate, stock unit name is not printed)

PLU (40, 41)



Each PLU
PLU code
PLU descriptor
link group-A descriptor
1st price PLU quantity, amount
2nd price PLU quantity, amount

total of 1st & 2nd prices PLU quantity, amount
sales quantity calculated by stock rate (printed if PLU has a stock rate and stock unit name is printed if programmed)
All PLU's Total
all PLUs' total amount

PLU Amount

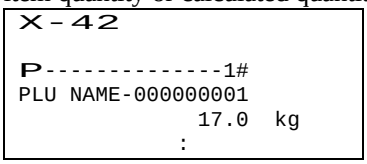
PLU amounts include or do not include the discount, plus and % amounts on item, depending on programming. Discount, plus and % amounts on subtotal and adjustment amounts are never included in the PLU amounts.

Sales Quantity Calculated by Stock Rate

This quantity is calculated by each PLU's stock rate. If the stock rate is "1", the sales quantity will be increased by the quantity sold. For example, if the stock rate is "0.2 (litter)" and the sold quantity is 3, the sales quantity will be 0.6 (litter). The stock unit name is printed if programmed.

PLU STOCK (42)

This report shows the stocks of PLU that remain. Depending on programming, the stock is calculated by either item quantity or calculated quantity by using stock rate.



PLU code
PLU descriptor
stock (calculated by item quantity or by stock rate and stock unit name is printed if programmed)

NON-ACTIVE PLU (43, 44)

This report shows PLU items (PLU code and descriptor) that have not been sold.

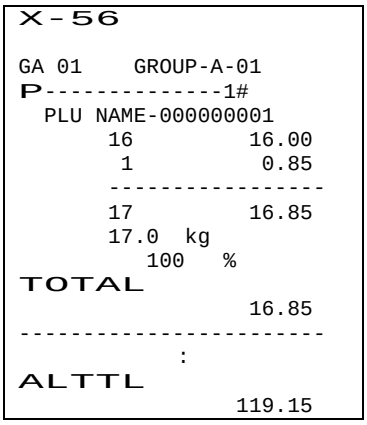
MENU 1 ~ 3 PLU (50 ~ 55)

These reports show sales data for PLU assigned to each menu on the keyboard. The report contents are the same as PLU report.

There is no original memory for each menu in PLU memory. The content of report is getting its sales information from the same one PLU memory, so if you are using the same PLU in each menu, the result of total number of each PLU is the same in each menu report.

GROUP-A PLU (56, 57) / GROUP-B PLU (58, 59)

This report shows the consolidated PLU sales data of items which are linked to a group-A or a group-B. The report contents are almost the same as PLU report.



Each Group
group descriptor
PLU code (linked to group-A or -B)
PLU descriptor
1st price PLU quantity, amount
2nd price PLU quantity, amount

total of 1st & 2nd prices PLU quantity, amount
sales quantity calculated by stock rate (printed if programmed)
sales % per group (printed if programmed)

total amount per group

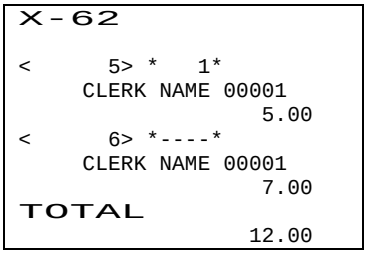
All Group Total
all group's total amount

ITEM TRACK TOTAL (60)

Shows the total balance amount of temporarily closed Item Tracks by New Balance key. When Item Tracks are closed by a media key, the data is updated by subtracting the track amounts from the total.

ITEM TRACK (62)

Shows each amount of temporarily closed Item Tracks by New Balance key. The table number is printed if entered.

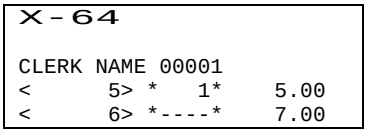


Each Track
< track number >, * table number *
assigned clerk name
balance due

All Track's Total
total balance due

CLERK ITEM TRACK (64)

Shows each amount of temporarily closed Item Tracks per clerk. The table number is printed if entered.



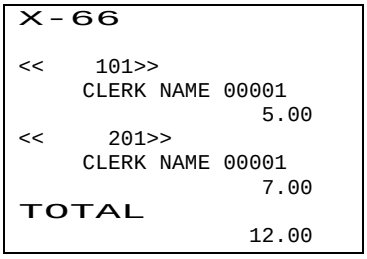
Each Clerk
< track number >, * table number *, balance due

AMOUNT TRACK TOTAL (65)

Shows the total balance amount of all temporarily closed Amount Tracks by **CHARGE** key. When Amount Tracks are closed by a media key, the data is updated by subtracting the track amounts from the total.

AMOUNT TRACK (66)

Shows each amount of temporarily closed Amount Tracks by **CHARGE** key.

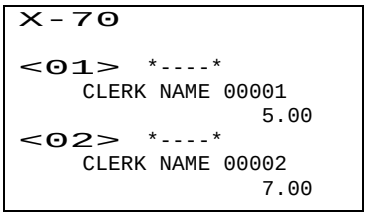


Each Track
<< track number >>
assigned clerk name
balance due

All Track's Total
total balance due

CLERK BALANCE (70)

Shows each clerk balance stored under the clerk interrupt system.

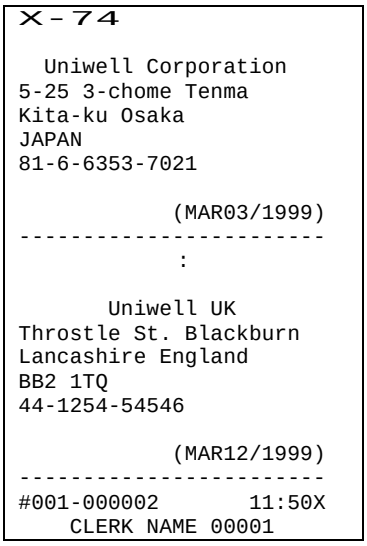


< clerk sequential number >, * table number * (printed if entered)
clerk name
balance due in the clerk memory

Note: If an Item Track operation is done under the clerk interrupt system, the track is saved in the track memory (not in the clerk memory).

CUSTOMER FILE (74)

Customer file data is printed "order of customer file programmed" or "descending order of last access date" when customer file is sorted. Z-74 report prints and erases all the customer file data.

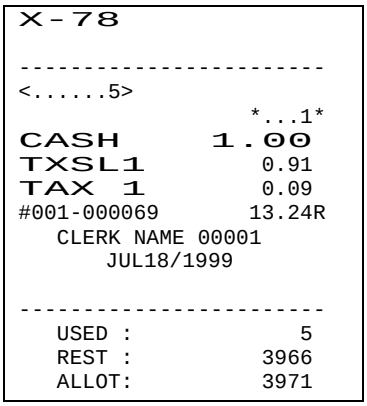


name (max. 24 characters) --- centered
address 1 (max. 24 characters)
address 2 (max. 24 characters)
address 3 (max. 24 characters)
phone number/VAT number (max. 15 characters)

last access date

CUSTOMER BILL (78)

Shows the historical record of the main details of all finalized item tracks. They do not include PLU contents. It is memorized in the customer bill memory if so programmed.



< item track number >
* table number *
finalized amount
tax data

USED : number of used records
REST : number of remaining records
ALLOT : total number of records

ESF (79)

Each journal data is memorized in the ECR's ESF (Electronic Store & Forward) memory if so programmed. This report shows the ESF status.

```
X-79

   USED :           807
   REST :          7136
   ALLOT:          7943
```

USED : number of used records
REST : number of remaining records
ALLOT : total number of records

Z-79 report prints and clears all the stored journal data.

```
Z-79

-----------------------
PLU NAME-00000000001
                   1.00
PLU NAME-00000000002
                   2.00
CASH          3.00
QUANTITY             2
#001-000068       13.24R
   CLERK NAME 00001
      JUL18/1999

NSALE             0.00
#001-000069       13.24R
   CLERK NAME 00001
       JUL18/1999
             :
-----------------------
   USED :           807
   REST :          7136
   ALLOT:          7943
```

stored journal data
(printed if programmed)

VI. WARNING MESSAGES

The programmed messages are displayed under certain specific conditions. In the auto preset condition, the default messages "WARN MESSAGE# xx" are displayed.

WM-#1 **PRINTER ERROR**
Turn the power off and perform the initial reset operation. Refer to the same section of the programming manual.

WM-#2 **INPUT FIGURE OVER LIMITATION**
Press **CL** key. (PLU HALO can be released temporarily by using **HALO RELEASE** key)

WM-#3 **CLERK IS NOT SIGNED ON**

WM-#4 **ITEM OR MEDIA (SLIP) VALIDATION IS COMPULSORY**
Print item or media validation by **MISC. VALID** key.
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#5 **TOTAL (SLIP) VALIDATION IS COMPULSORY**
Print total validation by **TTL. VALID** key.
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#6 **VALIDATION PAPER HAS NOT BEEN INSERTED INTO ECR**
(displayed when the factory optional validation sensor has been installed)

WM-#7 **VALIDATION PAPER HAS NOT BEEN REMOVED FROM ECR**
(displayed when the factory optional validation sensor has been installed)

WM-#8 **MESSAGE INPUT IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#9 **PERFORM FOREIGN CURRENCY SUBTOTAL DISPLAY OPERATION**
Press **F.C. SBTL** key and **F.C. MEDIA** key.

WM-#10 **NUMBER OF PERSONS INPUT IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#11 **SBTL KEY DEPRESSION IS COMPULSORY BEFORE TENDERED AMOUNT INPUT**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#12 **TAX TABLE IS NOT PRESET**
Enter tax amount manually. Preset tax table.

WM-#13 **TENDERED AMOUNT INPUT IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#14 **DRAWER IS OPEN**
This message is displayed only when the optional 'drawer open sensor' is being used.

WM-#15 **CASH DECLARATION IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#16 **REGISTRATION BUFFER IS ALMOST FULL**
Prepare to close the transaction.

WM-#17 **PLU STOCK IS ZERO OR NEGATIVE**
Enter stock by programming. Displays only if programmed.
(can be released temporarily by using **HALO RELEASE** key)

WM-#18 **JOURNAL PAPER NEAR END**
Replace with new paper roll. When the printer stops during transaction, press **X2** key to start printing after the paper has been replaced.
(only at the beginning of transaction, it can be released temporarily by using **OFF COMPULSORY** key)

WM-#19 **ECR TO ECR RAM DATA TRANSFER ERROR**
Check the cable connection between ECR & ECR. Refer to INTERFACES & PERIPHERALS MANUAL for details.

WM-#20 **CLERK INSERT KEY IS REMOVED**
Insert previously removed clerk insert key.

WM-#21 **SLIP PRINTER IS BUSY**
Press **CL** key and wait for the printer to be ready. Press 'PRINT' on the printer to proceed with the slip.

WM-#22 **RECEIPT PAPER NEAR END**
Replace with new paper roll. When the printer stops during transaction, press **X2** key to start printing after the paper has been replaced. It is displayed only when the 'receipt paper near end sensor' (factory option) is being used. (only at the beginning of transaction, it can be released temporarily by using **OFF COMPULSORY** key)

WM-#23 **RECEIPT PAPER END**
While the paper is replaced, only **RPF** key can be pressed. Press **X2** key to start printing.
It is displayed only when the 'receipt paper near end sensor' (factory option) is being used.

WM-#24 **JOURNAL PAPER END**
While the paper is replaced, only **JPF** key can be pressed. Press **X2** key to start printing.

WM-#25 **NOT USED**

WM-#26 NOT USED
WM-#27 NOT USED
WM-#28 SIMPLE CONDIMENT PLU ENTRY IS PROHIBITED
Main PLU not entered yet.
WM-#29 SIMPLE CONDIMENT PLU INPUT IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#30 PLU NOT FOUND
Enter correct PLU code or program PLU code.
WM-#31 CHECK-OUT BILL ISSUE IS COMPULSORY
Press **CHECK-OUT BILL** key. (can be canceled by using **BILL CANCEL** key)
WM-#32 SLIP PAPER HAS NOT BEEN INSERTED
WM-#33 CURRENT ITEM TRACK / CLERK INTERRUPT MEMORY IS FULL
Close the item track or the clerk's transaction temporarily by New Balance key or close it by a media key.
WM-#34 ENTIRE ITEM TRACK / CLERK INTERRUPT MEMORY IS FULL
- close the item track or the clerk's transaction temporarily by New Balance key, then
- close another item track, or
- another clerk's transaction by a media key to secure additional item track memory, or
- do the previous balance key operation.

This message is also displayed when all item tracks are used under the limited automatic item track number.

CHECKING THE NUMBER OF BLOCKS OF ITEM TRACK / CLERK INTERRUPT MEMORY

This function is used for checking the number of remaining blocks.
- Set the control key to X position.
- Press **ITEM TRACK #** key.
- The number of remaining blocks is displayed.

After the item track or the clerk's transaction has been closed by a media key, the occupied blocks will become free. To secure the memory of currently occupied transactions, a new transaction can not be opened, even if a few blocks remain.

The maximum number of item tracks or clerk interrupt memories, that can be handled, depends on the number of items registered per item track or clerk interrupt memory.

# of blocks
- 384 blocks are available.
  One transaction always occupies one block.
- Up to 24 blocks (max. 359 items) are used for one transaction.
  1st block can memorize 7 items, and 2nd ~ 24th blocks 16 items per block.

# of item tracks/clerk interrupt memories

Up to 384 item tracks/clerk interrupt memories can be used if 7 items each is registered.
Up to 192 item tracks/clerk interrupt memories can be used if 23 items each is registered.
Up to 128 item tracks/clerk interrupt memories can be used if 39 items each is registered.
Up to 96 item tracks/clerk interrupt memories can be used if 55 items each is registered.
Up to 76 item tracks/clerk interrupt memories can be used if 71 items each is registered.
Up to 64 item tracks/clerk interrupt memories can be used if 87 items each is registered.
Up to 32 item tracks/clerk interrupt memories can be used if 183 items each is registered.
Up to 16 item tracks/clerk interrupt memories can be used if 359 items each is registered.

WM-#35 NEW BALANCE CLOSING OF ITEM TRACK IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#36 NEW BALANCE CLOSING OF ITEM TRACK IS PROHIBITED
WM-#37 ITEM TRACK # INPUT IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#38 TABLE # INPUT FOR ITEM TRACK IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#39 COOKING MESSAGE INPUT IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#40 ITEM / AMOUNT TRACK TRANSFER IS PROHIBITED
WM-#41 ITEM TRACK # NOT FOUND

WM-#42 SLIP PRINT IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#43 CLERK ID ERROR
The clerk was not assigned to the track in registration. Enter correct clerk code or use the correct clerk key.
WM-#44 SUBTOTAL BILL ISSUE COMPULSORY
(can be released by using **BILL CANCEL** key)
WM-#45 ARE YOU SURE TO EXECUTE TRANSACTION VOID ?
WM-#46 CLERK'S TRANSACTION IS STORED
(displayed when Z report or program sequence is performed during transaction)
WM-#47 "SWIPE CARD" MESSAGE FOR MEDIA CLOSING BY CARD
WM-#48 PLU CODE CHECK DIGIT ERROR
Enter correct PLU code.
WM-#49 PLU CODE PRICE CHECK DIGIT ERROR OF IN-STORE MARKING CODE
Enter correct PLU code.
WM-#50 AMOUNT TRACK MEMORY IS FULL OR MEMORY NOT EXIST
(displayed when optional RAM board has not been installed)
WM-#51 AMOUNT TRACK # NOT FOUND
WM-#52 AMOUNT TRACK # INPUT IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#53 CHARGE CLOSING OF AMOUNT TRACK IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#54 CUSTOMER BILL MEMORY NOT EXIST
(displayed when optional RAM board has not been installed)
WM-#55 CUSTOMER BILL MEMORY IS NEAR FULL
WM-#56 CUSTOMER BILL MEMORY IS FULL
WM-#57 PRINT FONT DATA IN RAM IS FAIL
Original print font data in ROM is copied and written into RAM automatically.
WM-#58 DISPLAY FONT DATA IN RAM IS FAIL
Original display font data in ROM is copied and written into RAM automatically.
WM-#59 NOT USED
WM-#60 CUSTOMER FILE IS NOT FOUND
WM-#61 CUSTOMER FILE MEMORY IS FULL OR MEMORY NOT EXIST
Take Z-74 Customer File report to erase customer files.
(displayed when optional RAM board has not been installed)
WM-#62 NOT USED
WM-#63 PREPARATIONS FOR EURO CONVERSION ARE NOT COMPLETED
[SF-54.e=1], PGM-397, PGM-101
WM-#64 ENTERED NUMBERS FOR EURO CONVERSION SEQUENCE IS NOT CORRECT
WM-#65 SCANNER COMMUNICATION ERROR
WM-#66~68 NOT USED
WM-#69 JOURNAL DATA TRANSFER BUFFER IS FULL
WM-#70 IRC LINE (RS485) IS BUSY
WM-#71 ECR IS IN COMMUNICATION WITH EFT TERMINAL
WM-#72 EFT TERMINAL COMMUNICATION ERROR
Press **CL** key.
WM-#73 CARD DATA ABORTED BY EFT TERMINAL
WM-#74 ENTER VOUCHER NUMBER PRINTED ON A RECEIPT OF EFT TERMINAL
WM-#75 SLIP PRINTER ERROR
Confirm the setting of slip printer. Refer to INTERFACES & PERIPHERALS MANUAL for details.
WM-#76 ENTER CORRECT CLERK CODE FOR TIME-IN OPERATION
WM-#77 TIME-IN OPERATION ALREADY DONE
WM-#78 TIME-IN OPERATION HAS NOT BEEN DONE YET
WM-#79 TIME & ATTENDANCE MEMORY IS FULL OR MEMORY NOT EXIST
Take Z-19 Time & Attendance report.
(displayed when optional RAM board has not been installed)
WM-#80 ESF MEMORY IS FULL
Clear ESF data by issuing Z-79 report with data print, by taking Z-8879 by PC (from Tensai2000), or by taking Z-79 report by PC batch communication.
WM-#81~88 KITCHEN PRINTER 1 ~ 8 ERROR
Confirm the setting of printers. Refer to INTERFACES & PERIPHERALS MANUAL for details.

MISCELLANEOUS MESSAGES

INITIAL RESET RQ	SYSTEM ERROR : Since Initial Reset is required, perform the initial reset.
******** IR ********	INITIAL RESET OPERATION ACCEPTED
******<------>******	IN LOCK CONDITION : The key entry is prohibited, communications are possible.
--- Pc comm ---	IN PC BATCH COMMUNICATION
PC comm error	PC BATCH COMMUNICATION ERROR
--- PC-IN ---	TRANSFERRING RAM DATA TO PERIPHERAL (RAM data transfer)
--- PC-OUT ---	RECEIVING RAM DATA FROM PERIPHERAL (RAM data transfer)

ADDITIONAL INDICATION FOR ESF

When the optional ESF memory is near full*, the 2nd and 3rd MENU lamps will flash.
The ESF memory near full condition can be cleared by issuing Z-79 report with data print, by taking Z-8879 by PC (from Tensai2000), or by taking Z-79 report by PC batch communication.

When ESF memory becomes full, the data first stored, i.e. data at the starting of ESF memory area, will be deleted from ESF memory and the 2nd and 3rd MENU lamps will flash continuously if so programmed.

* 3371 records out of maximum 3971 if customer bill function is used.
  7343 records out of maximum 7943 if customer bill function is not used.

IRC MESSAGES

Following messages are displayed on the master ECR or the slave ECRs in IRC communication;

Displayed on Slave ECR	
-> IRC COMM --	Displayed when a slave ECR is in IRC communication.
Displayed on Master ECR	
<- X-#### xxx	Displayed when master ECR is in IRC communication of report collection (X, Z) or program (P) download with a slave #xxx. #### shows report number or program number.
-- IRC BUSY --	Displayed when a slave ECR is in IRC communication, or when the communication line is being used by other ECR for slip printer transmission, etc.
ECR-xxx OFF	Displayed while the master is taking IRC Z report when a slave #xxx is in error (can not communicate), or when the power is 'off,' or the cable being disconnected.
ECR#-xxx <-	Displayed in the floating track/clerk operation when master ECR requires a slave #xxx to send a track or clerk's data.
ECR#-xxx BUSY	Displayed when a slave #xxx is processing a transaction, or when a transaction is closed but some compulsory conditions still remain, or when the same track or clerk is used by the floating track/clerk operation.
ECR#-xxx ERROR	Displayed in the floating track/clerk operation when a slave #xxx is in error (can not communicate), or when the power is 'off', or the cable being disconnected.
REQ.Z62-xxx TTTTTTT	Displayed when a communication error occurs after receiving item track data from a slave #xxx. It requires to delete the track #TTTTTTT on the slave #xxx by Z-62 individual item track report. Because two tracks having same number will exist on the master and slave.
REQ.X62-xxx TTTTTTT	Displayed when master ECR can not check that the item track data is surely deleted from a slave #xxx. It requires to check the track #TTTTTTT on the slave #xxx by X-62 individual item track report.
REQ.Z66-xxx TTTTTTT	Displayed when a communication error occurs after receiving the amount track data from a slave #xxx. It requires to delete the track #TTTTTTT on the slave #xxx by Z-66 individual amount track report. Because two tracks having same number will exist on the master and slave.
REQ.X66-xxx TTTTTTT	Displayed when master ECR can not check that the amount track data is surely deleted from a slave #xxx. It requires to check the track #TTTTTTT on the slave #xxx by X-66 individual amount track report.
REQ.Z70-xxx CC	Displayed when a communication error occurs after receiving the clerk's data from a slave #xxx. It requires to delete the data from the slave #xxx by Z-70 individual clerk balance report. Because two clerks' data will exist on the master and slave. CC shows a sequential clerk number.
REQ.X70-xxx CC	Displayed when master ECR can not check that the clerk's data is surely deleted from a slave #xxx. It requires to check the clerks' data on the slave #xxx by X-70 individual track report. CC shows a sequential clerk number.

POWER OFF / BUSY / COMMUNICATION ERROR AT SLAVE ECR

For **X-report data**, the master ECR prints consolidated X report skipping power offed or busy slave ECR. See IRC status printed at the end of the report for non-consolidated slave ECRs.

When collecting **Z-report data** and one or more of the slave ECRs are not ready, the master ECR displays slave ECR status as shown above. Re-attempt to collect the slave's report or skip it.

TTL 25 key for re-attempt:
If you wish to include an ECR's data on Z-report, close the transaction in process on that particular slave, or turn its power on and then press **TTL 25** key on the master ECR.

CL key for skip:
If you do not wish an ECR's data on the report, press **CL** key and the master will skip that slave ECR. Master resumes data collection for the next ECR in the system.

POWER OFF AT MASTER ECR

If the power fails while collecting **X-report data**, the master prints consolidated X report when the power returns. See IRC status printed at the end of the report for non-consolidated slave ECRs.

If the power fails while collecting **Z-report data**, the master ECR displays the machine number of the slave ECR when the power returns. Press **CL** key to skip or press **TTL 25** key to re-attempt.